American Dynamics

A Tyco International Company

Configuration and User Guide

victor unified client
victor site manager
Version 4.2

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1 Overview of victor Unified Video Management Solution

Introduction

victor is a unified security management system which provides a single solution to manage recorded video from Intellex DVRs, VideoEdge NVRs and HDVRs. Access Control is also incorporated via C·Cure 9000 and 3rd Party device integration.

The victor security management solution consists of three Windows-based software applications, victor unified client, victor site manager and victor player.

victor unified client

The victor unified client (“the client”) provides a unified security and surveillance solution. It allows you to view, manage and control live/recorded video from Intellex DVRs, VideoEdge NVRs and HDVRs from a single unified client.

Integration with C·Cure 9000 and associated 3rd Party products provides Physical Security Integration Management creating an easy to use and reactive event monitoring station.

Some key features:

- Advanced integrated policy management to control access to cameras, recorders, PTZ controls, search and export
- Robust motion-based smart search uses meta-data to provide fast video searching and analysis
- Analytic Search feature (VideoEdge 4.2+)
- Display H.264, ACC, MJPEG and MPEG-4 video simultaneously
- Create and modify maps to show visual representation of physical locations
- Control security objects directly from maps
- Conduct time and date searches on up to ten cameras across multiple recorders
- Built in Analog and Virtual Matrix capabilities to manage up to four monitors per workstation from a variety of CCTV keyboards
- Mix live and recorded video within the same window for real time response

- Intelligent switch layout feature enables multiple monitors to quickly change screen layout for fast response to situations.
- Built in Microsoft WPF (Windows Presentation Foundation).
- Video wall allows client workstations to share layout components.
- Monitor and manage system events and alarms.
- Interface with Third Party Devices.
- Configure Bandwidth allocation at Role and recorder level.
- Still Image Capture with E-mail/Print/Edit functionality.
- Database configuration including Journal Filtering, Input management and Archive options.
- Organize recording units and objects by site, allowing for a more intuitive management system.

The client is freely available and can be installed on as many machines as a site requires. Licensing is managed by victor site manager based on the number of concurrent users of victor unified client.

victor site manager

victor site manager (“site manager”) incorporates an industry-standard relational database used to manage and maintain a single record of:

- Authorized users/passwords.
- Associated Recorders, Cameras and 3rd party devices.
- Roles and Permissions.
- Alarm and Event journals.
- Client license status.

Only one site manager is required per site regardless of the number of recorders, clients or devices connected. The site manager can be installed on the same PC as the client for smaller sites or on a separate server for larger sites.

The victor site manager stores data, operator profiles, role information, and tracking who, what, and when operators interact with your video network.

The site manager Server provides a single point of access for users to manage multiple recording devices. It utilizes SQL Server’s database functionality to provide authentication for client users, as well as central monitoring and administration of multiple recording platforms over a Wide Area Network (WAN).

victor player

victor player is the standalone video player application which can be exported along with digitally-verified video clips to enable the playback of exported video clips in native format without requiring the full installation of the client.

victor Command Center

The victor Command Center lets you build your own security operation center (SOC). You can manage thousands of cameras and multiple locations, creating video walls using standard PCs. Video walls are a key component to monitoring large camera counts. Share and communicate information between operators and pushing live or recorded video from one monitor to another - to ensure rapid response to critical events. You can expand your system by adding victor client and agent licenses, to meet the needs of your organization.

Figure 1-1 illustrates how the client integrates with existing and new system hardware.

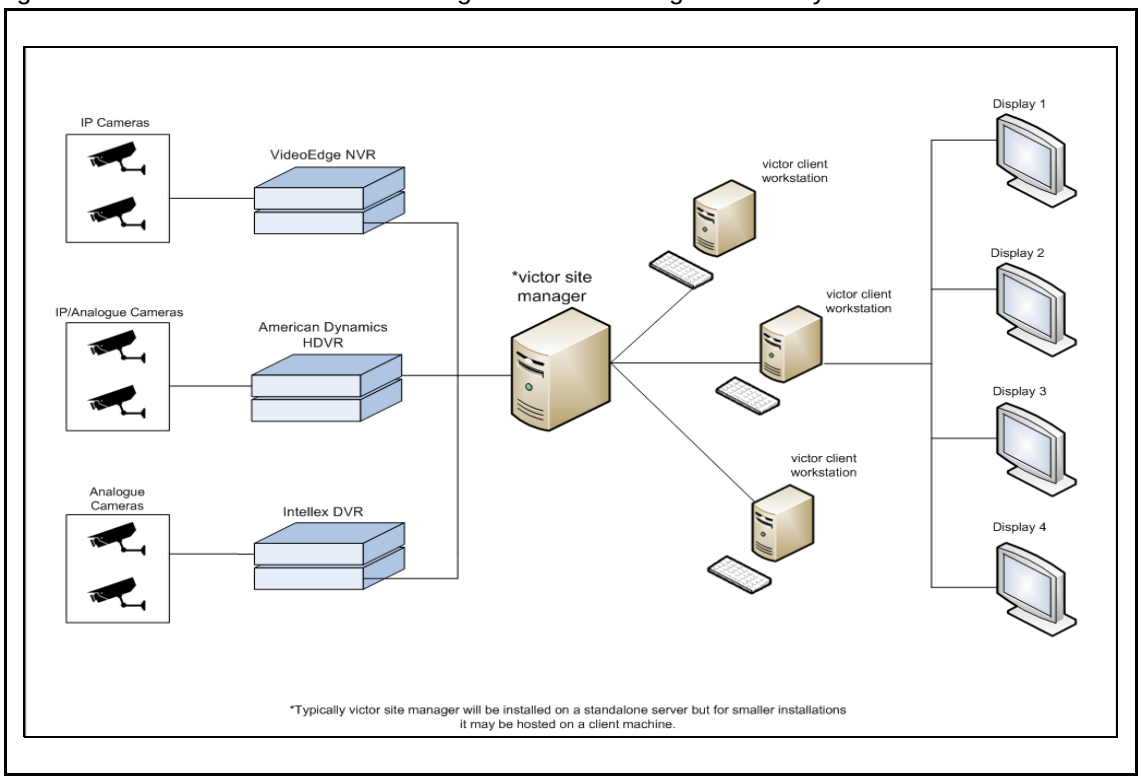


Figure 1-1 System Overview - General

victor/C·Cure Integration

victor 4.2 supports full integration with Software House C·Cure 9000 security and Event Management software.

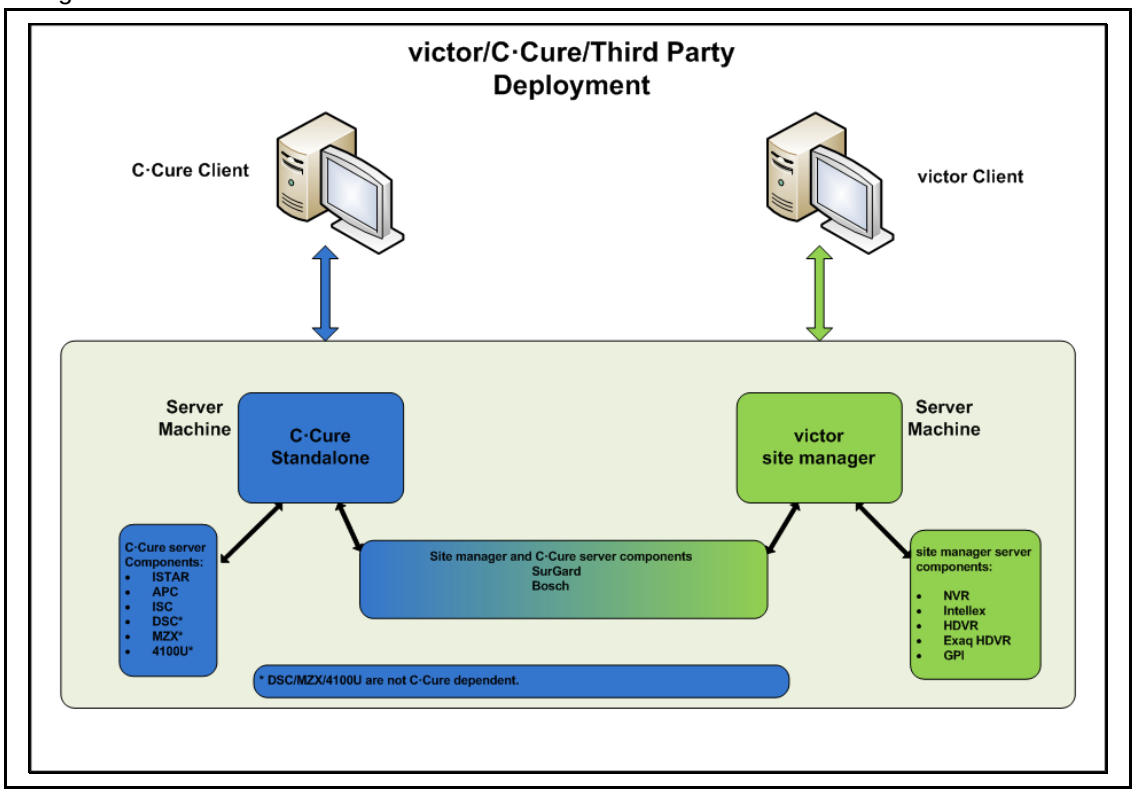


Figure 1-2 System Overview - C·Cure Integration

C·Cure 9000

Software house's '*C·Cure 9000 Access and Event management solution'* can be integrated with American Dynamics' '*victor unified video management system'.*

C·Cure object types can be displayed within victor client and support the victor privilege configuration and authorisation.

The system supports the installation of C·Cure and victor on the same operating system or on different operating systems connected via a network. Installation of the applications does not require a specific order and each application may be uninstalled without affecting the other.

Note

Version Compatibility - C·Cure 9000 integration requires:
- C·Cure 9000 v2.1+
- victor v4.2+

Installation

2

Introduction

Each victor installation is unique. You should carefully plan how you want to design and implement your system. Relationships and dependencies between various elements of the system often require specific sequences for configuration and installation.

Typical tasks are outlined in this document but your AD integrator should adapt the details and sequence of your implementation to suit your specific requirements.

General

Both victor site manager and victor client software can be installed from the installation disc.

The client is freely available and can be installed on as many machines as a site requires. Licensing is managed by victor site manager based on the number of concurrent users of victor unified client.

Client software must be installed on every machine on the system. For smaller installations, site manager can be hosted on a client PC, for larger installations, it is recommended site manager is hosted on a dedicated machine.

If upgrading from a previous version, a new license is required.

The installer program installs all necessary third party software (prerequisites) first and then installs the selected victor software.

Before the client and remote site manager can be used together, you may need to change the default Windows Local Security Policy to ‘Classic’ on the site manager Machine. (Refer to Change Windows Local Security Policy (Win 7))

To run the client software and site manager, the following hardware specifications are recommended.

Note

1**.** Actual requirements and product functionality may vary based on your system configuration and operating system.
2. When performing an upgrade, the installation steps will vary from those detailed below. Specifically, during an upgrade, as the SQL database is already set up, any steps relating to database installation are omitted.
3. In order to perform an upgrade, the original installer account will be required.

Change Windows Local Security Policy (Win 7)

You may need to change the Windows default Local Security Settings on the site manager Server. The following procedure is for the recommended OS Windows 7, the procedure may vary slightly for other operating systems.

Procedure 2-1
Change Windows Local Security Policy (Win 7)

Step	Action
1	Select **Start** on the Windows Taskbar.
2	Select **Control Panel**. The Control Panel displays.
3	Select **System and Security**.
4	Select **Administrative Tools**. The Administrative Tools window displays.
5	Select **Local Security Policy**. The Local Security Policy window displays.
6	Select **Local Policies**. The Local Policies folder displays.
7	Select **Security Options**. The Local Security Settings folder displays.
8	Select **Network Access: Sharing and security model for local accounts**. The Sharing and security model for local accounts window displays.
9	Select **Classic - local users authenticate as themselves** from the drop down menu.
10	Select **OK**.
11	Close open Windows.

- End -

Installing .NET

If running Windows XP, before the installation of the victor software can begin, Microsoft .NET 3.5 must be installed.

Procedure 2-2
Installing .NET

Step	Action
1	Insert the victor DVD. If the required .NET software is not installed, the following dialog displays '.**NET is required to run this software**.'

2 Select **Yes** to install .NET or **No** to exit. If you selected yes, wait a few seconds then '**Please wait while Setup configures the components'** dialog displays.

3 After a few minutes '.**NET installed successfully'** dialog displays, then select **OK.**

4 Once the victor splash screen displays, victor software may be installed. Refer to Procedure 2-4 Installing victor site manager

- End -

Installation disc

The installation disc will Autorun when inserted in the CD/DVD drive and the victor unified client install window will display.

Procedure 2-3
Using the Installation DVD

Step	Action

1 Close any programs currently running.

2 Insert the victor software DVD into the CD/DVD Drive.Figure 2-1 the Welcome to victor install window displays.

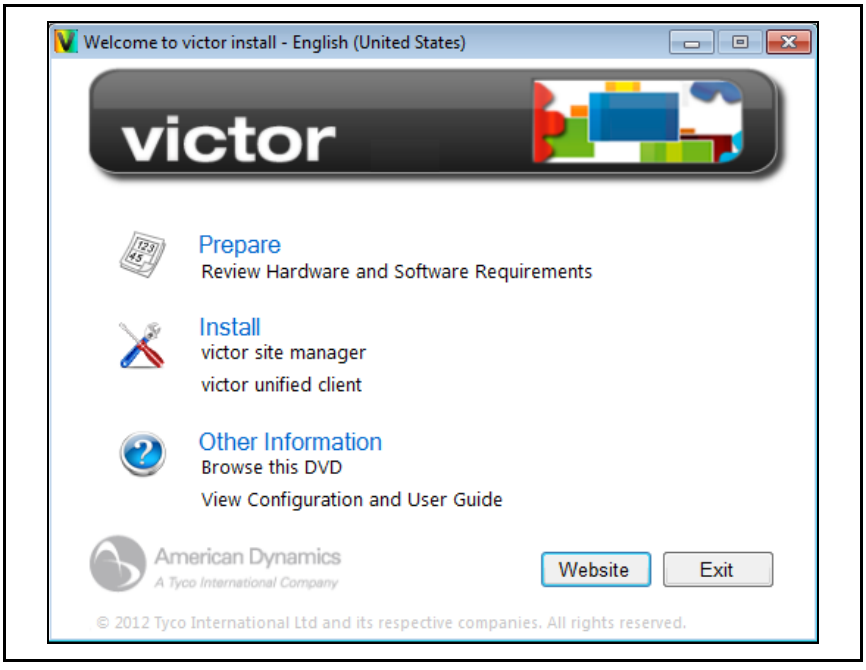


Figure 2-1 Welcome to victor unified client Install window

If the DVD does not auto run:

a Select **Start** on the Windows Taskbar.

b Select **Computer**.

c Explore the CD/DVD Drive

d Double click the file **InstallerSetup.exe**.Figure 2-1 the Welcome to victor install window displays.

3 If required, in the Prepare section select **Review the Hardware and Software Requirements** for installation. A table detailing specifications displays.

4 Select one of the following install options in the install section:

• To install victor site manager refer to Procedure 2-4 Installing victor site manager.

• To install victor unified client refer to Procedure 2-5 Installing victor unified client Software.

Note

If installing the client and site manager on the same machine, it is recommended that site manager be installed first.

5 If required, in the Other Information section select from the following:

• Browse this DVD- view the contents of the DVD.

• View Configuration and User Guide (.pdf)

6 Select **Exit** to close the window.

- End -

Installing victor site manager

Note

1. Ensure your user account has administrator privileges before beginning installation.
2. Ensure that the client and site manager are both installed using the same O/S accounts.
3. After installing the site manager, the PC/server also needs to have the client installed. This is so victor operator accounts can be created to allow client machines to connect to the site manager.
4. For laptop installations only:

Ensure only 1 standard LAN card is enabled.

Restart the system.

Adapters can be re-enabled after installation is complete.

victor site manager prerequisites.

Please refer to Table 39-3 victor site manager prerequisites in Appendix C for a full list of prerequisite software included in the installation.

Caution

Please consult your Information Systems personnel before connecting workstations to your network.

Please ensure you read and understand all of the following instructions before installing site manager. If you have any questions or difficulties, contact your dealer or Technical Support.

Procedure 2-4
Installing victor site manager

Step	Action
1	Close any programs currently running.
2	Insert the victor software disc into the Disc Drive. Figure 2-2 the Welcome to victor Install window displays. If the install window does not display, refer to Procedure 2-2 Installing .NET.

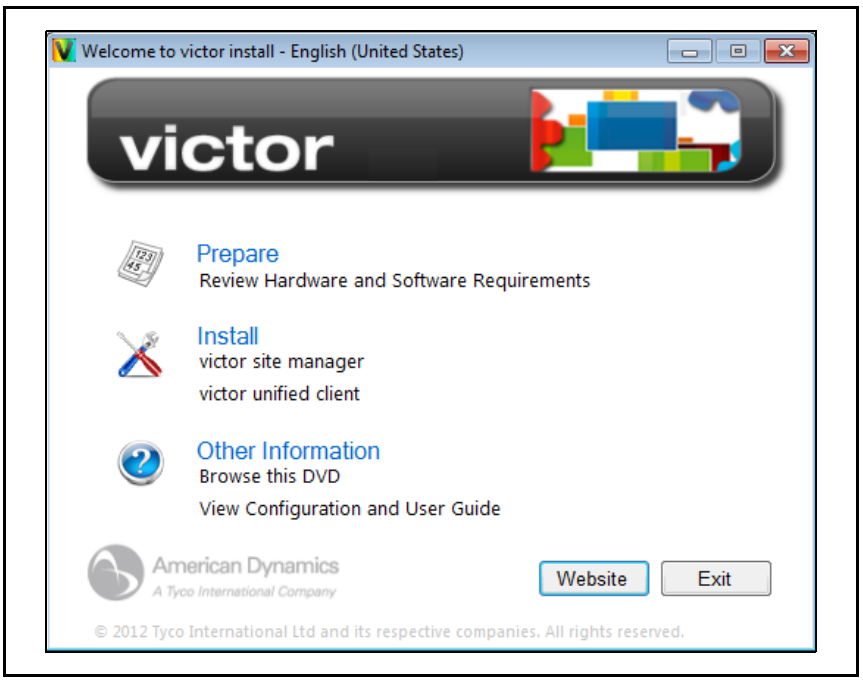


Figure 2-2 Welcome to victor Install window

3 Select victor site manager in the Install section. Language selector dialog displays.

Note

Depending upon your system security settings, you may be prompted to allow the installer access to your system. Select **Yes**.

4 Select the language for the installation from the drop down menu.

Note

If required, the language pack for the selected language will be automatically installed. However, if you want to use an additional language you will need to manually install the corresponding language pack from the victor software DVD (Browse this DVD>ISSetupPrerequisites\Microsoft .NET Framework 4.0 Full\Language Packs). For information on how to install a language pack see Appendix C: Software Prerequisites, Installing Windows Prerequisite Software.

5 Select **OK**. The Install Shield Wizard requirements window displays.

6 If prerequisite software is required to be installed. The requirements window will display informing you of the software required. If no prerequisite software is required, the victor site manager Setup Wizard window displays.

7 Select **Install** to continue. The prerequisite software will begin its installation. Depending what prerequisites you already have installed, you may be prompted to reboot your computer. **Welcome to the InstallShield wizard for Crossfire** dialog displays.

8 Select **Next**. Destination folder dialog displays. Select **Change** to change the Install folder.

9 Select **Next**. **Crossfire Database Server** dialog displays.

10 Select either:

a Use an existing local or remote SQL Server 2008 instance (If available)

or

b Install Microsoft SQL Server 2008 R2 Express edition (if required)

11 Select **Next**. If you choose to install SQL Express 2008, this will now install and will take a few minutes. **Database server authentication** dialog displays.

12 Select **Next**. **Ready to install** dialog displays.

13 Select **Install**. Cross fire installs. **InstallShield Wizard Completed** dialog displays.

14 Select **Finish**. The victor site manager Setup Wizard window displays.

15 Select **Next.** End User License Agreement (EULA) displays. Read the license agreement carefully and Select **I accept** or **I do not accept** as applicable.

16 Select **Next**. Figure 2-3 the Ready to Install victor site manager window displays.

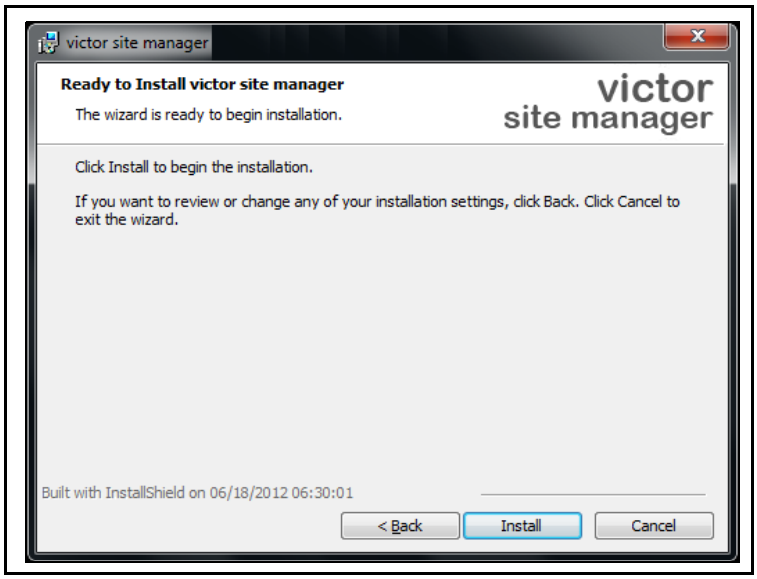

victor site manager
Ready to Install victor site manager
The wizard is ready to begin installation.
victor
site manager
Click Install to begin the installation.
If you want to review or change any of your installation settings, click Back. Click Cancel to exit the wizard.
Built with InstallShield on 06/18/2012 06:30:01
< Back
Install
Cancel

Figure 2-3 Ready to Install victor site manager window

17 Select **Install** to continue or **Back** to change any of your install options. If Install is selected the Program features install, this may take several minutes. On completion Figure 2-4 the Setup Wizard Completed screen displays.

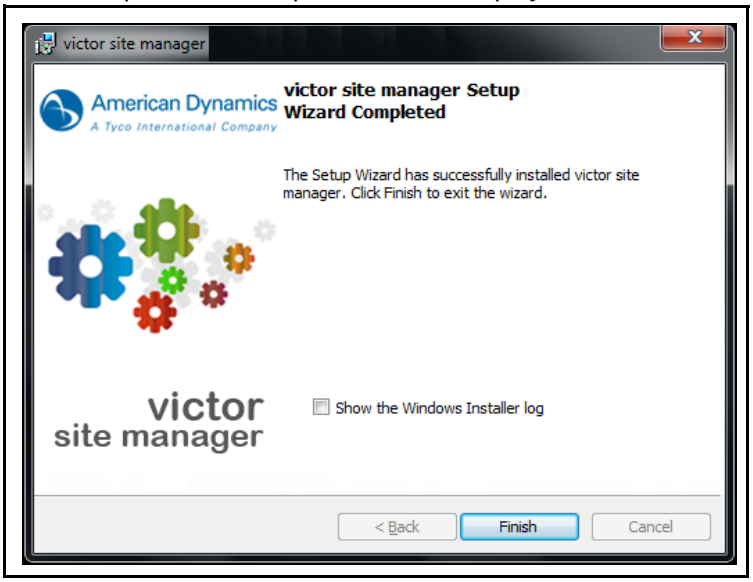
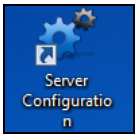


Figure 2-4 victor Setup Wizard Completed window

18 Select the **Show Windows Installer log** check box to view the installation details.

19 Select **Finish** to Exit the Wizard. The Server Configuration icon is now on your desktop.

20 Right click **Server Configuration** icon on your desktop.



21 Select **Run as administrator**. The Server configuration application window displays.

22 Select the **Services** tab.

23 Select **Start Service** for CrossFire Framework Service in the Framework services section. Wait until status **Running** is displayed.

24 Select **Start Service** for CrossFire Server Component Framework Service in the Framework services section. Wait until status **Running** is displayed. Extension services remain greyed out for a few seconds then activate.

25 Select **Enabled** checkbox for all extension services.

26 Select **Start Service** for all extension services. The status changes to Running.

27 Confirm that all services have changed status to running. Each service should now have **Status: Running** in green text next to them.

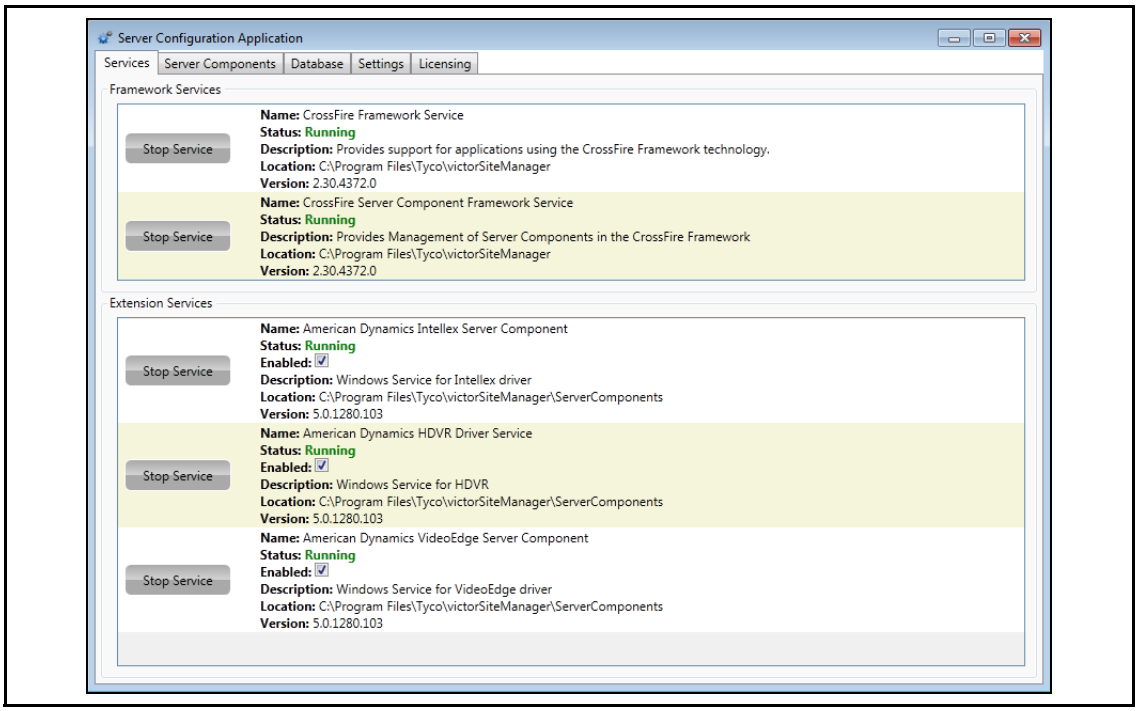


Figure 2-5 Services Tab

28 Exit the site manager application.

- End -

Installing victor unified client Software

victor client Prerequisites:

Refer to Table 39-3 victor client prerequisites in Appendix C for a full list of prerequisite software included in the installation. As well as the listed prerequisites, Java and Apple QuickTime are also required to view video from VideoEdge NVR recorders.

1 It is recommended that you Install site manager before installing the client software.

2 The workstation/server you select for the installation of the client software must be connected to the same network and using IP addresses in the same range as that chosen for the installation of the site manager.

Install the client software using the same O/S credentials (username and password) as those used to install site manager.

Consult your Information Systems personnel before connecting workstations to your network. Please ensure you read and understand all of the following instructions before installing the client software.

Procedure 2-5
Installing victor unified client Software

Step	Action

Note

Ensure your user account has administrator privileges before beginning installation.

1 Close any programs currently running.

2 Insert the victor software DVD into the CD/DVD Drive. Figure 2-6 the Welcome to victor Install window displays.

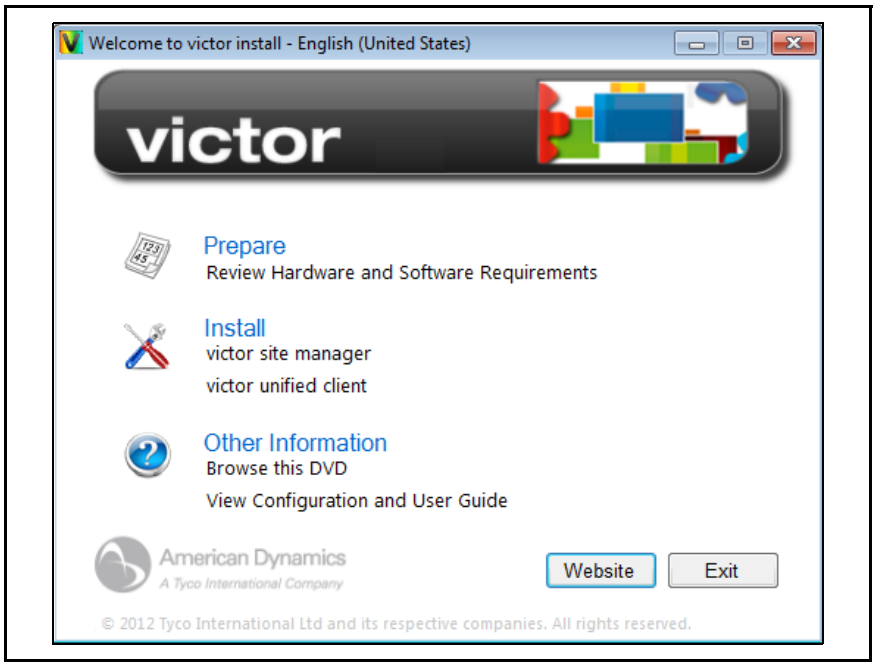


Figure 2-6 Welcome to victor Install window

3 In the Install Section, select **victor unified client**. Language selector dialog displays.

4 Select the language for the installation from the drop down menu.

Note

If required, the language pack for the selected language will be automatically installed. However, if you want to use an additional language you will need to manually install the corresponding language pack from the victor software DVD (Browse this DVD>ISSetupPrerequisites\Microsoft .NET Framework 4.0 Full\Language Packs). For information on how to install a language pack see Appendix C: Software Prerequisites, Installing Windows Prerequisite Software.

5 Select **OK**. The Install Shield Wizard requirements window displays.

6 If prerequisite software is required to be installed The requirements window will display informing you of the software required. If no prerequisite software is required, the victor site manager Setup Wizard window displays.

7 Select **Install**. All requirements will install then Figure 2-7 the victor unified client Setup Wizard window displays.

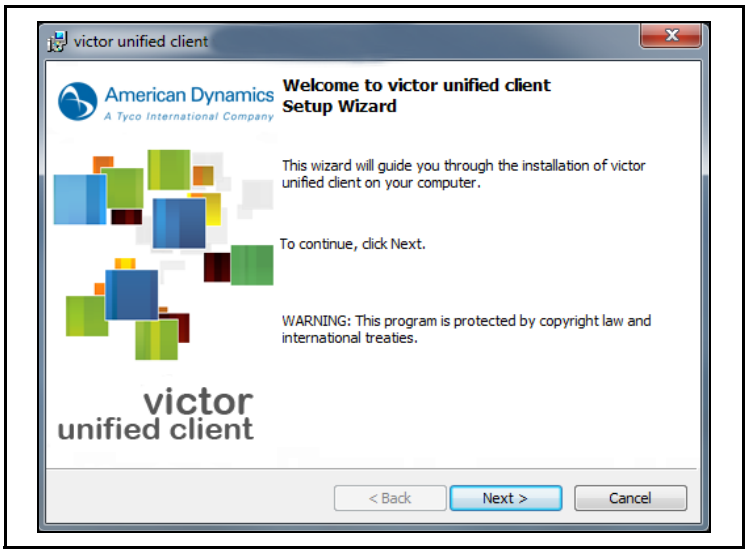

victor unified client
American Dynamics
A Tyco International Company
Welcome to victor unified client Setup Wizard
This wizard will guide you through the installation of victor unified client on your computer.
To continue, click Next.
WARNING: This program is protected by copyright law and international treaties.
victor
unified client
< Back
Next >
Cancel

Figure 2-7 victor unified client Setup window

8 Select **Next**. The End User License Agreement (EULA) displays. Read the license agreement carefully and Select **I accept** or **I do not accept** as applicable.

9 Select **Next**. The Destination folder options window displays. By default, the victor unified client software will install to C:\Program Files\Tyco\victorClient. Select **Change** to browse to a different destination folder.

10 Select **Next**.Figure 2-8 the Installation Options window displays. Select next to **CCure Integration to** display CCure Integration options drop down menu. Choose from:

- **This feature will be installed on local hard drive** - select this option if setting up a victor and CCure unified system.
- **This feature will not be available** - select this option if setting up a victor standalone system.

Note

If you install victor as standalone and want to add CCure integration at a later date, the installation can be updated from Windows Control Panel. Refer to Procedure 2-6 Adding C·Cure Integration to standalone victor Installation (Win7).

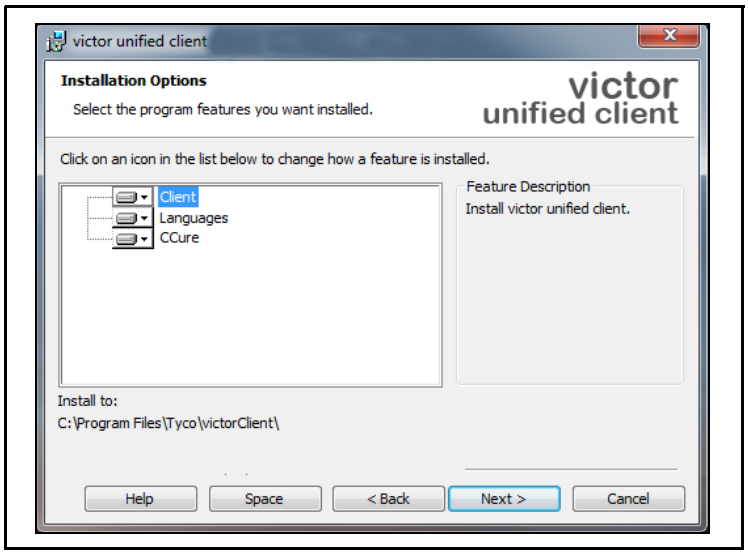


Figure 2-8 Installation Options Window

11 Select **Next**. The Database Location window displays. Make your selection based on whether the site manager Database is located locally or remotely. If the database is located remotely, choose Remote Server and enter the Server name or IP address as appropriate.

12 Select **Next**.Figure 2-9 the Ready to Install victor unified client window displays.

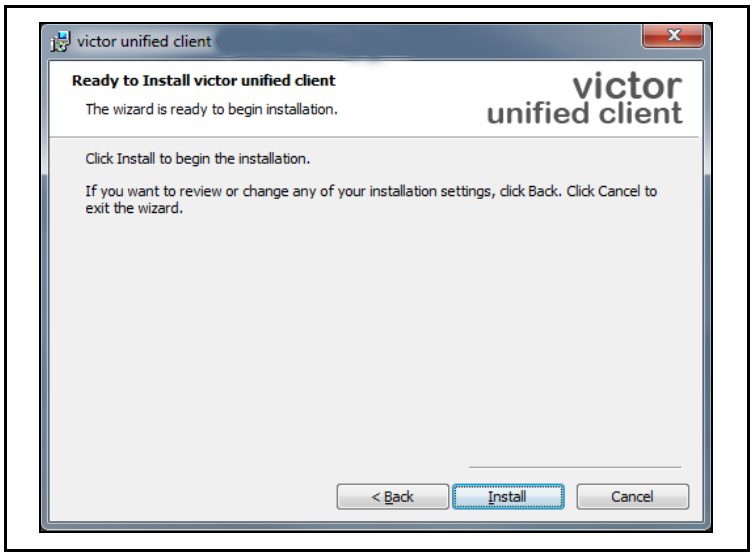

victor unified client
Ready to Install victor unified client
The wizard is ready to begin installation.
victor
unified client
Click Install to begin the installation.
If you want to review or change any of your installation settings, click Back. Click Cancel to exit the wizard.
< Back
Install
Cancel

Figure 2-9 Ready To Install victor unified client window

13 Select **Install** to continue or **Back** to change any of your install options. If Install is selected, the program features install. This may take several minutes. On completionFigure 2-10 the victor unified client Setup wizard completed window displays.

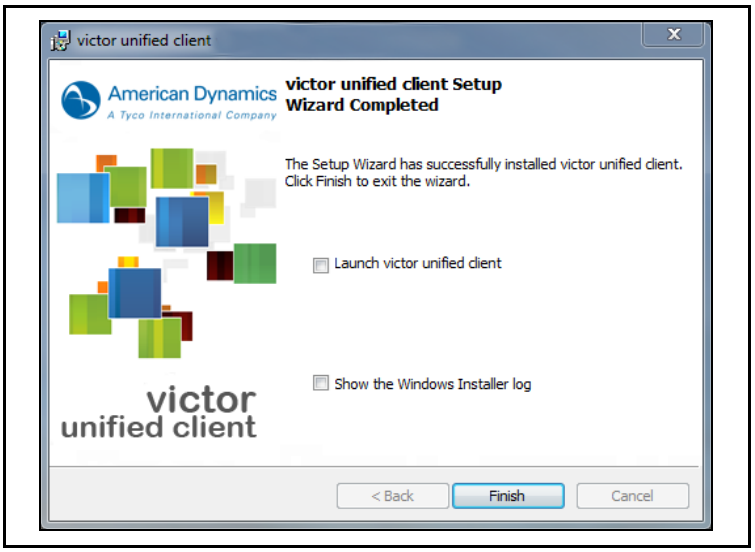


Figure 2-10 victor unified client Setup wizard completed window

14 Select the **Show Windows Installer log** checkbox to view the installation details.

15 Select **Finish** to Exit the Wizard.

The victor unified client icon is now on your desktop.

- End -

Adding CCure Integration to standalone victor Installation (Win7)

If you installed victor client as standalone and want to add CCure integration at a later date, the installation can be updated from Windows Control Panel.

Procedure 2-6
Adding C·Cure Integration to standalone victor Installation (Win7)

Step	Action
1	Select **Start** on the Windows Taskbar.
2	Select **Control Panel**. The Windows Control Panel opens.
3	Select **Uninstall a Program** from the **Programs** section.

4 Select **victor unified client**.

5 Select **Uninstall/Change.** Figure 2-11 victor Setup Window opens

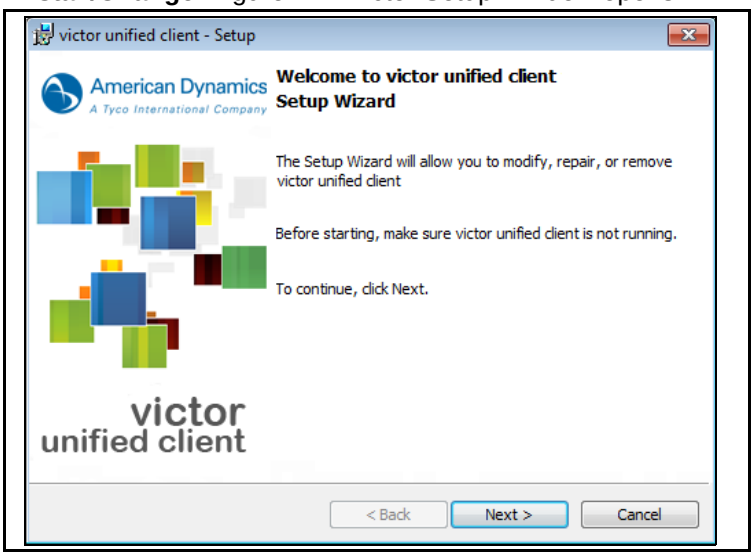

victor unified client - Setup
American Dynamics
A Tyco International Company
Welcome to victor unified client Setup Wizard
The Setup Wizard will allow you to modify, repair, or remove victor unified client
Before starting, make sure victor unified client is not running.
To continue, click Next.
victor
unified client
< Back
Next >
Cancel

Figure 2-11 victor Setup Window

6 Select **Next.** The Program Maintenance window opens.

7 Ensure Modify is selected then select **Next**. The Installation Options window opens.

8 Select next to **CCure Integration to** display CCure Integration options drop down menu.

9 Select **This feature will be installed on local hard drive.**

10 Select **Next**. The Database Location window displays. Make your selection based on whether the site manager Database is located locally or remotely. If the database is located remotely, choose Remote Server and enter the Server name or IP address as appropriate. Select **Next**.

11 The Ready to Modify the Program window displays. Select **Install** to continue or **Back** to change any of your install options. If Install is selected, the program features install. This may take several minutes. On completion the victor unified client Setup wizard completed window displays

12 Select **Finish** to exit the wizard.

- End -

Adding a new Windows user account (Win 7)

When in a workgroup environment, you must create identical Windows accounts on both the site manager and client machines. The accounts must contain both username and password, blank passwords are not accepted. The following procedure is for the recommended OS Windows 7, the procedure may vary for other operating systems.

Note

When a new Windows O/S user has been set up, that user should log into windows to ensure the required folder structures are in place for exporting clips.

Procedure 2-7
Adding a new Windows user account (Win 7)

Step	Action
1	Select **Start** on the Windows Taskbar.
2	Right Click **Computer**.
3	Select **Manage**. Computer Management window displays.
4	Select **Local Users and Groups**.
5	Double Click **Users**. A List of users displays.
6	Select **More Action**s.
7	Select **New User**. New User dialog box displays.
8	Enter Credentials as required. (Password required)
9	Select **Create**.

- End -

Apply for victor License

By default, you will receive a trial period of 60 days from the date of installation. After 60 days the trial period will expire and you must register the product to continue using it.

Note

1. Registration requires an internet connection.
2. Access to a valid email account.
3. For laptop installations only:

Ensure only 1 standard LAN card is enabled.
Restart the system.
Adapters can be re-enabled after installation is complete.

Caution

The System Information file must be generated on the machine for which the license is intended. The XML file contains information unique to the machine on which it was generated and therefore the license created is exclusive to that machine and will not work on any other.

The table below details features included with a standard victor unified client license and those features requiring additional license purchase.

Table 2-1 License Requirements

Standard Features	Purchasable Options
Support for unlimited Intellex recorders	Option for additional concurrent victor Unified Clients to any base model
Support for unlimited VideoEdge Recorders	Option for additional concurrent victor Agents to either vCC options
Support for unlimited HDVR Recorders	Support for unlimited Exacq recorders
Maps	Bosch integration
Sur-gard integration	Client-to-Client Display
MZX Fire Detection integration	C·Cure 9000 Unified Install
4100U Fire Detection integration	

Note

Owners of a victor license who wish to upgrade and integrate C·Cure 9000 on the same host machine must purchase an integrated license.

Procedure 2-8
Apply for victor License

Step	Action

1 Right click the **Server Configuration** icon on the desktop.

2 Select **Run as Administrator**. The Server Configuration Application window displays.

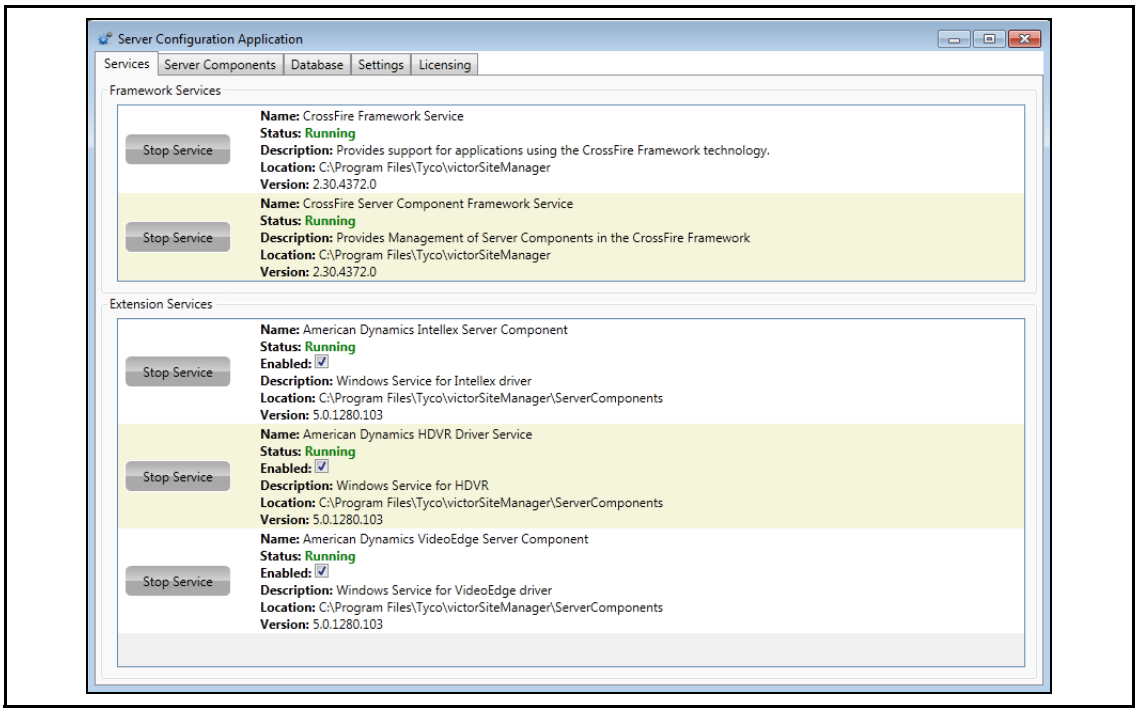


Figure 2-12 Server Configuration Application Window

3 Select **Licensing** tab.

4 Select **Generate System Information**. The **Save As** window displays.

5 Enter File name in the text box.

6 Browse to a suitable folder to which the file will be saved.

7 Select **Save**. An .xml file is generated and saved to the location specified.

8 Visit http://www.americandynamics.net/Support/RegisterDefault.aspx and complete the registration form.

Note

It may take one business day to receive your license.

- End -

Activate victor License

When the .LIC license file has been received and applied, the 60 day trial period will no longer apply.

Procedure 2-9
Activate victor License

Step	Action
1	Save the .LIC license file to a local directory.
2	Right click the **Server Configuration** icon on your desktop.
3	Select **Run as Administrator**. The Server Configuration Application window displays.
4	Select Licensing tab.
5	Select **Add new license**. The **Open** window displays.
6	Browse to the .LIC license file and select **Open**.
7	The victor unified client will no longer run on a trial basis.

Note

1. If issues are encountered, please refer to the licensing instructions .PDF, included with the license email.
2. After adding the new license file, the victor site server services need to be restarted. This can be done manually using the victor site manager application or by rebooting the site manager server.

- End -

Getting Started

3

Introduction

This section describes how to get started using the client software to view live video after installation.

It also provides an overview of the main Graphical User Interface (GUI) elements.

Starting site manager Services

Services

victor site manager services are stopped by default, these need to be started to ensure full functionality of the client is available.

Note

CrossFire Framework and CrossFire Server services must be started first to allow the extension services to run.

Procedure 3-1
Starting the site manager Services

Step	Action
1	Double click the victor site manager icon on the desktop. The Server Configuration Application window displays.

Note

Depending upon security settings, you may need to right click the victor site manager icon and select **Run as Administrator**.

2	Select the **Services** tab.
3	Select **Start Service** for **CrossFire Framework Service** in the Framework services section. Wait until status **Running** is displayed.
4	Select **Start Service** for **CrossFire Server Component Framework Service** in the Framework services section. Wait until status **Running** is displayed. Extension services remain greyed out for a few seconds then activate.
5	Select **Enabled** checkbox for all extension services.
6	Select **Start Service** for all extension services. The status changes to Running.
7	Confirm that all services have changed status to running. Each service should now have **Status: Running** in green text next to them.
8	Exit the site manager application.

- End -

Server Components

Site manager server components services are stopped by default. The General Purpose Interface component needs to be enabled to ensure full functionality of the General Purpose Interface.

Procedure 3-2
Starting the General Purpose Interface Component

Step	Action
1	Double click the victor site manager icon on the desktop. The Server Configuration Application window displays.

Note

In some circumstances you may have to right click the victor site manager icon and select **Run as Administrator**.

2	Select the **Server Components** tab.
3	Select the **Enabled** checkbox for the General Purpose Interface server component.
4	Click **Start Service**. The Status changes to Running.
5	Exit the site manager application.

- End -

Starting the client

Note

1. site manager services need to be running before the client can be launched.
2. Initial sign in must be from the windows user account which was used to install the client. During installation, an initial client user account is set up within the client using the credentials of the Windows installer which was used to install the client. This ‘default’ account has administrator privileges.

Procedure 3-3
Starting the client

Step	Action
1	Double Click the **victor unified client** icon on the desktop.

The client sign in screen displays. (Unless this is the first sign on in which case the client will automatically start without requesting credentials.)

2 Select **Domain/site manager** textbox.

3 Enter the name of the Domain/Site Manager as required.

4 Enter Username in the **Username** text box. (Windows Username of installer account if this is the first login)

5 Enter Password in the **Password** text box. (Windows Password of the installer account)

Note

Blank passwords are not accepted - the windows account must be assigned a password.

6 Select site manager from the **site manager** dropdown.

7 Select **OK** to login or **Exit** to cancel.

- End -

Exploring the Default Workspace

The default Layout for victor is made up of a ribbon bar comprising **Home**, **Setup** and **Build** tabs. The Device List and the surveillance window are the other two major components of the default layout with the status bar displaying system information.

Home Tab - User control buttons including:

- **Add** - Use to add applications.
- **Reports** - Use to display journal and audit log information about the system.
- **Switch** - Prompts you to select a new layout.
- **Refresh** - Reloads the current layout.
- **Maps** - Displays the Maps List.
- **Activity** - Lists all the active messages in the system.
- **Silence** - Mute active alarms.
- **Event viewer** - Display all active and acknowledged events in the system.
- **Log General Message** - Use to log a message for any event in the activity viewer.
- **Call ups** - View, edit and run Tours, Salvos and Saved Views.
- **Clips** - View and verify previously stored video clips. View Vault List and Vault Explorer.
- **Search and Retrieve** - Execute Search and Retrieve wizard.
- **Surveillance** - View video.
- **Event Priority Window** - Displays video from Camera Call ups.
- **Activate Virtual Matrix** - Select a virtual matrix to display.
- **Devices** - Display Device List.
- **Sites** - Display site list.
- **Web** - Launch web browser.

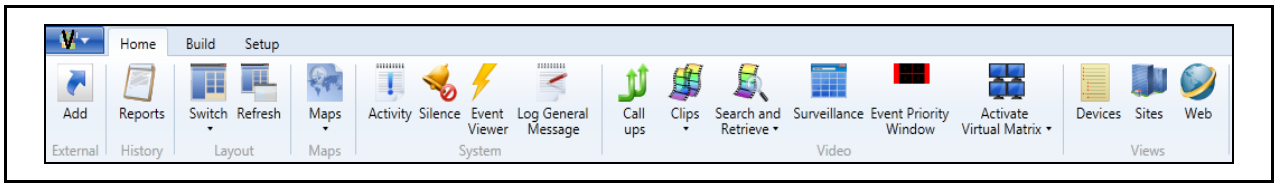


Figure 3-1 Home Tab

Build Tab - Tools Include:

- **Site Managers** - Use to configure site managers.
- **Video Actions** - Create or show all video actions. Additional options such as edit and delete can be accessed by right clicking on video actions displayed on the show all list.
- **Events** - Create or show all events, also change the state of events. Additional options such as edit and delete can be accessed by right clicking on events displayed on the show all list.
- **Predefined Message Log** - Create and display custom messages. Additional options such as edit and delete can be accessed by right clicking on messages displayed on the show all list.
- **Layout** - Use to Save, Save as and Show all layouts.
- **Maps** - Import, Edit and Display map files.
- **Display Actions** - Create or show all Map actions. Additional options such as edit and delete can be accessed by right clicking on video actions displayed on the show all list.
- **Operator** - Create or show all operators. Additional options such as edit and delete can be accessed by right clicking on operators displayed on the show all list.
- **Role** - Create or show all roles. Additional options such as edit and delete can be accessed by right clicking on roles displayed on the show all list.
- **Salvos** - Create or show all salvos. Additional options such as edit and delete can be accessed by right clicking on salvos on the show all list.
- **Tours** - Create or show all tours. Additional options such as edit and delete can be accessed by right clicking on tours displayed on the show all list.
- **Virtual Matrix** - Create or show all virtual matrices. Additional options such as edit and delete can be accessed by right clicking on virtual matrices displayed on the show all list.

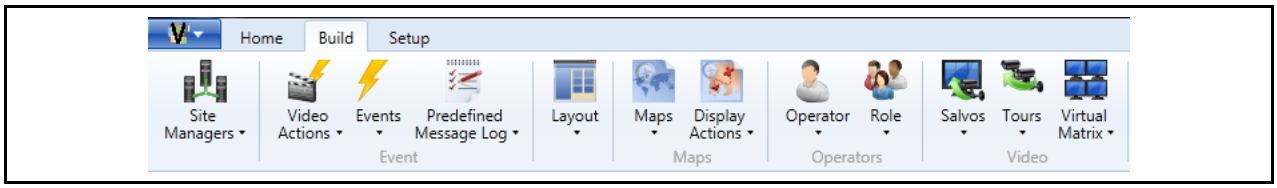


Figure 3-2 Build Tab

Setup Tab - System Configuration tools including:

- **Controller** - Displays a list of Controllers
- **Door** - Displays a list of Doors
- **Input** - Displays a list of Inputs
- **Cluster** - Display a list of Clusters
- **Manual Actions** - Manipulate 9000 Manual Actions
- **Output** - Display a list of Outputs
- **Reader** - Display a list of Readers
- **Events** - Manipulate 9000 Events
- **Device** - Create or Show All General Purpose Devices. Additional options such as edit and delete can be accessed by right clicking on devices displayed on the show all list.
- **Monitoring Point** - Create or Show All General Purpose Monitoring Points. Additional options such as edit and delete can be accessed by right clicking on General Purpose Monitoring Points displayed on the show all list.
- **Protocol** - Create or Show All General Purpose Protocols. Additional options such as edit and delete can be accessed by right clicking on General Purpose Protocols displayed on the show all list.
- **Action Message** - Create or Show All Action Messages. Additional options such as edit and delete can be accessed by right clicking on General Purpose Action Messages displayed on the show all list.
- **Action** - Create or Show All Actions. Additional options such as edit and delete can be accessed by right clicking on General Purpose Actions displayed on the show all list.
- **System Values** - Use to configure Bandwidth Configuration, Journal Filter, E-mail Preferences, Database Settings and Video Preferences.
- **Analog Matrix** - Create or Show All Analog Matrix Configurations. Additional options such as edit and delete can be accessed by right clicking on Analog Matrices displayed on the show all list.
- **Cameras** - Show all cameras. Additional options such as edit and view can be accessed by right clicking on cameras displayed on the show all list.
- **Keyboards** - Add or show all keyboards. Additional options such as edit and delete can be accessed by right clicking on keyboards displayed on the show all list.
- **Recorders** - Add, import or show all recorders. Additional options such as edit and delete can be accessed by right clicking on recorders displayed on the show all list.

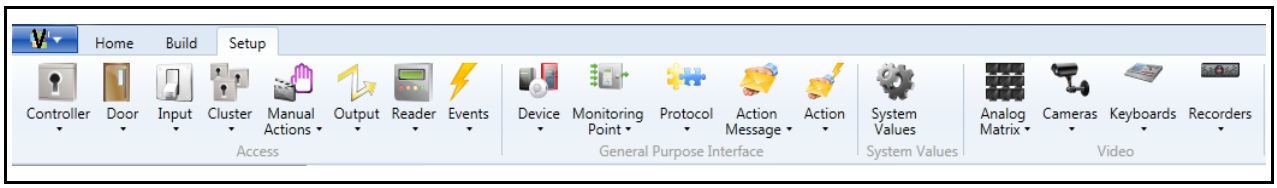


Figure 3-3 Setup Tab

Status Bar - Displays system information including:

- Number of active alerts.
- Server name (site manager).
- Client Messages.
- Active operator.
- Active Layout.
- Bandwidth Configuration.
- Active Virtual Matrix.
- Workstation Status (CPU usage / Memory Free / Disk Space Free)
- Current Date and Time.
- Any error messages detected by the client will also be displayed. For example ‘Recorder has reached its maximum number of clients’.

Figure 3-4 Status Bar

Device List - Configure devices including:

- Recorders - Edit, delete, view, send to and refresh can be accessed by right clicking on recorders displayed on the Device List.
- Workstations - Edit, Delete, log operator out, Identify monitors and Refresh device can be accessed by right clicking on workstations displayed on the Device List.
- Cameras - Edit, view, send to, Search and Retrieve and refresh can be accessed by right clicking on cameras displayed on the Device List.
- Keyboards - Edit, delete and refresh can be accessed by right clicking on keyboards displayed on the Device List.
- Analog Matrices - Edit, Delete and Refresh can be accessed by right clicking on the analog matrix displayed in the device list.
- General Purpose Devices - Edit, Delete and Refresh can be accessed by right clicking on the devices displayed in the device list.
- General Purpose Monitoring Point - Edit, Delete and Refresh can be accessed by right clicking on the monitoring points displayed in the device list.
- Monitors - Edit, Delete and Rename can be accessed by right clicking on the monitors displayed in the device list.
- C·Cure and other 3rd Party devices.

The Home, Setup and Build tabs are fixed. All other components can be added/removed and configured according to user preferences. Refer to Layout Manager for more information.

Save and Close options

When editing or creating an object, there are several save options available. Select the relevant option from the following:

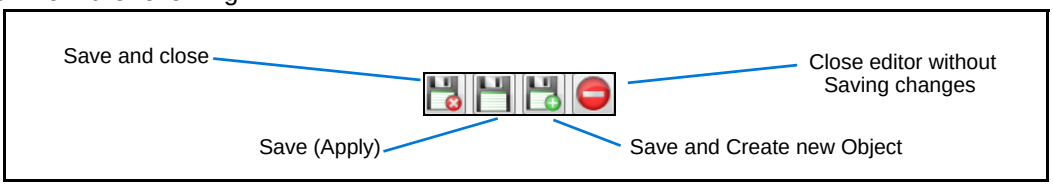


Figure 3-5 Save and Close options

- **Save the current object and close the editor.** Use this action to save changes which have been made and close the object editor.
- **Apply (Save)** Use this action to save changes which have been made but keep the editor open, allowing further changes to be made.
- **Save the current object and create a new object in the editor.** Use this action to save changes which have been made and also open a new editor enabling a new object of the same type to be created.
- **Close the editor without saving the object.** Use this action to cancel changes and exit the editor.

- End -

Switch Language/Culture

You can change the language/culture of the text displayed within the application from those selected during installation.

Procedure 3-4
Switch Language/Culture

Step	Action
1	Select victor menu button on top left of GUI. Dropdown menu displays.
2	Select languages button. Language selection dialog displays.
3	Select the Dropdown menu in the language dialog.
4	Select the required language.
5	Select **Select**. Dialog displays informing you the next time you run this program, the User Interface will be in the selected language.
6	Close the victor program.
7	Restart the victor program. GUI will display in selected language.

- End -

Reposition the Quick Access Toolbar

You can reposition the Quick Access toolbar to above or below the ribbon.

Procedure 3-5
Reposition the Quick Access Toolbar

Step	Action
1	Select from the top left of the client window.
2	Select **Show Below the Ribbon** or **Minimize the Ribbon** as required.
3	Select to reverse the selection.

- End -

Log Out/Switch Operator

Refer to Procedure 31-10 Operator Logout.

Recorders

Introduction

Recorders can be added to the system manually or multiple recorders may be added using the Recorder Import function. Recorders can be added from local area networks (LANs) or wide area networks (WANs).

Caution

Ensure time is synchronized between client machines and network recorders. Recorders which are out of time synchronization with client machines cause incorrect video retrieval. It is recommended an NTP server is used to synchronize machines.

Add a New Recorder to a LAN

You can add new LAN recorders (Intellex, HDVR, Exaq HDVR or NVR) to the client.

Procedure 4-1
Add a New Recorder to a LAN

Step	Action
1	Select **Recorders** from the **Setup** tab.
2	Select **New** from the drop down menu. The New Recorder tab displays.
3	Enter the Fully Qualified Domain Name or IP Address in the **IP Address/Domain Name** text box in the Recorder Configuration section.

Note

If an IP address is not being used then it is recommended that a DNS server is used to allow both the client and the site manager to resolve the device name. It is not recommended to use local host files to resolve device names.

4	Enter the **Communication Port** in the text box. This can be left blank if default ports have not been changed.
5	Enter the User Name, if required, in the **User Name** text box.
6	Enter the Password, if required, in the **Password** text box.

Note

1. A username and password is required when adding NVR units.

2. If adding an Intellex 5 recorder with Remote Access Authorization turned on, a Username and Password is required.

3. It is recommended that an Administrator account is used when adding Recorders to ensure that full access is available via the client.

7	Enter the Streaming Port, if required, in the **Streaming Port** text box.
8	Select **Save**. Refer to Save and Close options for more information. The new recorder will be displayed in the Device List.

- End -

Add a New Recorder to a WAN

You can add new WAN recorders (Intellex, HDVR or NVR) to the client.

Procedure 4-2
Add a New Recorder to a WAN

Step	Action
1	Select **Recorders** from the **Setup** tab.
2	Select **New** from the drop down menu.
3	Enter the Fully Qualified Domain Name or IP Address in the **IP Address/Domain Name** text box in the Recorder Configuration section.
4	Enter the **Communication Port** in the text box. This can be left blank if default ports have not been changed.
5	Enter the User Name, if required in the **User Name** text box.
6	Enter the Password, if required in the **Password** text box.

Note

1. A username and password is required when adding NVR units.

2. If adding an Intellex 5 recorder with Remote Access Authorization turned on, a Username and Password is required.

3. It is recommended that an Administrator account is used when adding Recorders to ensure that full access is available via the client.

7	Enter the Streaming Port if required in the **Streaming Port** text box.
8	Expand the WAN Configuration section and enter the Fully Qualified Domain Name or IP Address in the **IP Address/Domain Name** text box.
9	Enter the Streaming Port in the **Streaming Port** text box.
10	Enter the Communication Port in **Communication Port** text box.
11	Select **Save**. Refer to Save and Close options for more information. The new recorder will be displayed in the Device List.

- End -

Add Multiple Recorders

You can add multiple recorders simultaneously using the import recorders function. This function imports recorder information (minimum IP address/Hostname) from a .txt or csv file and adds the recorders to the Device List. An example of a .txt file can be seen in Figure 4-1.

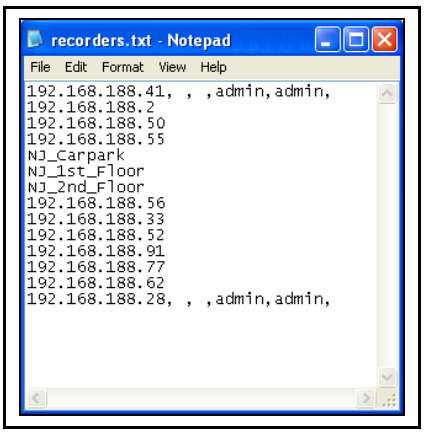


Figure 4-1 Example of an Import LAN Recorders .txt file

Note

1. Lists are not case sensitive.
2. Each recorder must have a separate row in the list.

Procedure 4-3
Add Multiple Recorders

Step	Action
1	Create a .txt file/.csv file listing at a minimum the IP addresses or hostnames of each recorder to be added. Create each entry on a new line within the file. Additional field information may also be imported, enter as required, each field is represented by a comma. Refer to Figure 4-2 Import Recorders Format for further details.

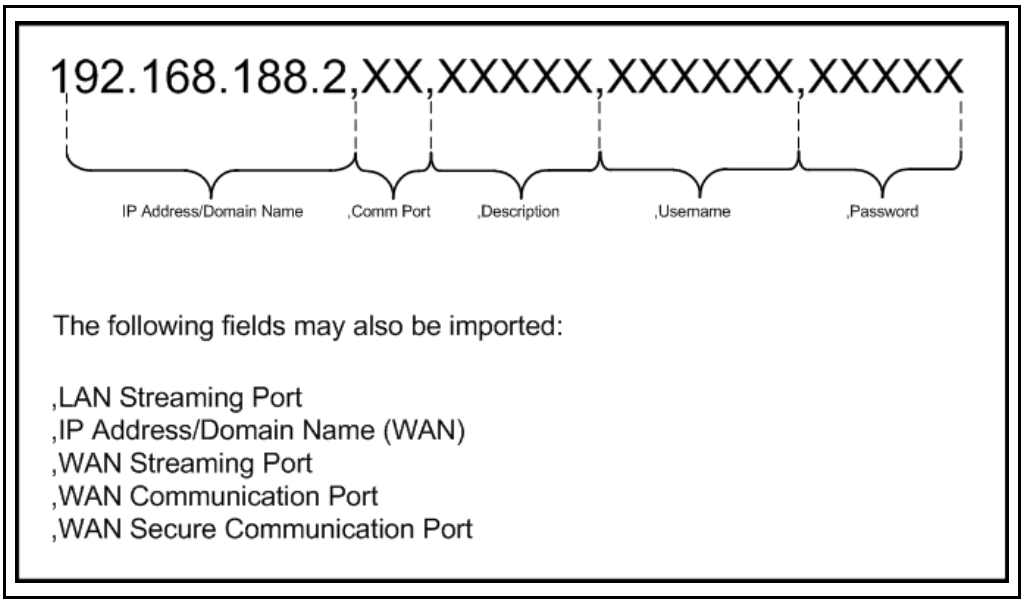


Figure 4-2 Import Recorders Format

2 Save the .txt file/.csv file.

3 Select **Recorders** from the Setup tab.

4 Select **Import Recorders** from the drop down menu. **Please select a file to import** dialog box displays.

5 Navigate to the location of the saved .txt file/.csv file.

6 Select the .txt file/.csv file.

7 Select **Open**. The imported recorders will display on the Device List.

When a recorder has been added to the Device List the details can be edited. Refer to Procedure 4-4 Edit a Recorder. for further information.

- End -

4

Edit a Recorder

You can edit the properties of recorders (Intellex, VideoEdge NVRs or HDVRs) previously added to the system.

Procedure 4-4
Edit a Recorder

Step	Action
1	Select **Recorders** from the **Setup** tab.

2 Select **Show all**. All available recorders are listed.

3 Right click on the recorder to be edited.

4 Select **Edit**. The Recorder Editor displays.

5 Make edits as required.

The following properties can be edited:

Table 4-1 Editable Recorder Properties

Intellex	NVR	HDVR
Description	Description	Description
IP Address/Domain Name	User Name	User Name
User Name	Password	Password
Password	IP Address/Domain Name	IP Address/Domain Name
Communication Port	Communication Port	Communication Port
Alerts Port	Streaming Port	Alerts
Alerts	Alerts	IP Address/Domain Name (WAN)
IP Address/Domain Name (WAN)	IP Address/Domain Name (WAN)	Communication Port (WAN)
Communication Port (WAN)	Communication Port (WAN)	
Streaming Port (WAN)	Streaming Port (WAN)	
Alerts Port (WAN)		

6 Select **Save**.
Refer to Save and Close options for more information.

- End -

Configure VideoEdge NVR (4.2+)

victor client supports configuration of VideoEdge NVR 4.2+. From the client GUI you can change configuration settings for:

Cameras	List Alarms Scheduler Passwords Discovery
Storage	Basic Advanced
System	General Roles Licensing Templates Backup/Restore
Network	General LAN Interface DHCP Server WAN Settings Bandwidth Throttling
Advanced	Failover Update Software Storage Statistics Logs Dark Image Detection E-mail Alerts Connected Clients Reset to Factory Defaults Shutdown

Note

This feature is not available if a Switch User or Operator Logout operation has been performed.

Procedure 4-5 Configure VideoEdge NVR (4.2+)

Step	Action
1	Select **Recorders** from the **Setup** tab.
2	Select **Show all**. All available recorders are listed.
3	Right click the recorder to be configured.
4	Select **Configure**. The recorders configuration page opens.
5	Refer to the recorders User/Administrator guide for configuration help.

- End -

Change Bandwidth Configuration settings

You can configure bandwidth to reflect the capabilities of your network.

Bandwidth is selected from a list of network types which define a maximum bit-rate value to be received from video servers.

The client allocates a bandwidth limit to each individual active stream by intelligently distributing the total bandwidth limit associated with the chosen network type.

The ability to change bandwidth type is based on the role allocated to the active user.

Current bandwidth is displayed on the status bar. A visual indicator displays in real time how much CPU resource is in use. Refer to Figure 4-3 Status Bar.

Figure 4-3 Status Bar

Note

Bandwidth throttling may degrade video quality.

Procedure 4-6
Change Bandwidth Configuration settings

Step	Action

1 Select the current Bandwidth Configuration from the Status bar. Refer to Figure 4-3 Status Bar. Bandwidth settings display as a popup menu.

2 Select the required Bandwidth setting. Options are:

.

Bandwidth Configuration	Bandwidth Cap
Local Area Network (LAN)	Capped by local network capabilities
High Speed Broadband	10 Mbps
Broadband	5 Mbps
Low Speed Broadband	1 Mbps
Fractional T1	512 Kbps
Narrowband	256 Kbps
Modem	128 Kbps

Table 4-2 Bandwidth Configuration

The selected Bandwidth is applied and will display on the task bar.

Note

1. When bandwidth throttling is being applied, the symbol displays on the video stream.
2. When a stream has been stopped due to client bandwidth configuration, the symbol displays on the video stream.

- End -

Virtual Private Network (VPN)

When using a VPN connection, selecting the VPN option informs the NVR that the client machine is on a WAN. This selection makes transcoding resources available, if configured and/or free.

Displaying Recorders

You can display all recorders (Intellex, NVR or HDVR) that have been added to the system.

Procedure 4-7
Displaying Recorders

Step	Action
1	Select **Recorders** from the **Setup** tab.
2	Select either **Show all** to show all recorders, **Online** to show Online recorders or **Offline** to show Offline recorders only. A new tab displays listing the recorders selected.

- End -

Delete a Recorder

You can delete recorders (Intellex, NVR or HDVR) from the system when they are no longer required.

Procedure 4-8
Delete a Recorder

Step	Action
1	Select **Recorders** from the **Setup** tab.
2	Select either **Show all** to show all recorders, **Online** to show Online recorders or **Offline** to show Offline recorders only.
3	Right click on the recorder to be deleted.
4	Select **Delete**. You will be prompted to confirm the deletion.
5	Select **Yes** to delete or **No** to cancel.

- End -

View all Cameras on a Recorder

You can view all cameras associated with a recorder.

Procedure 4-9
View all Cameras on a Recorder

Step	Action
1	Select **Devices** from the Home tab. The Device List displays.
2	Select ▷ next to **Recorders** to expand the selection.
3	Select ▷ next to the recorder folder to expand the selection.
4	Right click the recorder to be viewed.
5	Select **View**. Live video from all cameras connected to that recorder will display in the surveillance window.

- End -

Refresh all Recorders

You can perform a refresh on all recorders.

Procedure 4-10
Refresh all Recorders

Step	Action
1	Select **Devices** from the Home tab. The Device List displays.
2	Right click on **Recorders**.
3	Select **Refresh**.

- End -

Refresh Individual Recorders

You can perform a refresh on individual recorders.

Procedure 4-11
Refresh Individual Recorders

Step	Action
1	Select **Devices** from the Home tab. The Device List displays.
2	Select ▷ next to Recorders to expand the selection.
3	Select ▷ next to the recorder folder to expand the selection.
4	Right click on the recorder to be refreshed.
5	Select **Refresh (Device type)**.

- End -

Cameras

Introduction

After adding recorders, their associated cameras are then available to view and configure. Names and Descriptions of cameras may be changed within the client and various camera lists may be viewed. Other camera properties can generally be viewed within the client but not changed.

Show all Cameras

You can display a list of all cameras available on the system. Refer to **Object Lists** for more information.

Procedure 5-1
Show all Cameras

Step	Action
1	Select **Cameras** in the Setup tab.
2	Select **Show all** from the drop down menu. The cameras tab displays listing all available cameras. Refer to **Object Lists** for display and export options.

- End -

Show all Online Cameras

You can display a list of all cameras which are currently online. Refer to **Object Lists** for more information.

Procedure 5-2
Show all Online Cameras

Step	Action
1	Select **Cameras** in the Setup tab.
2	Select **Online** from the drop down menu. The cameras tab displays listing all online cameras. Refer to **Object Lists** for display and export options.

- End -

Show all Offline Cameras

You can display a list of all cameras which are currently offline. Refer to **Object Lists** for more information.

Procedure 5-3
Show all Offline Cameras

Step	Action
1	Select **Cameras** in the Setup tab.
2	Select **Offline** on the drop down menu. The cameras tab displays listing all offline cameras. Refer to **Object Lists** for display and export options.

- End -

Edit a Camera

Camera Names and Descriptions may be edited and Alerts and Associations can be added.

Note

Changing the name of a camera at the recorder will not change the name of the camera in victor unless the recorder is re-imported.

Procedure 5-4
Edit a Camera

Step	Action
1	Select **Devices** from the Home tab.
2	Select ▷ next to Recorders in the Device List window.
3	Select ▷ next to the recorder folder to expand the selection.
4	Select ▷ next to the recorder.
5	Right click on the camera to be modified.
6	Select **Edit**.
7	Expand the **General** section.
	a Edit the Name, if required, in the **Name** textbox.
	Note Changing the Camera name assigns a Pseudo Name to the camera. It is changed only within the client, the change is not recognized on the recorder.
	b Enter the Description, if required, in the **Description** text box.
	c Select the **Enabled** check box to enable or deselect to disable. The default setting is enabled.
8	Expand the **Alerts** section. You can attach an object to the following alert types:

Table 5-1 Camera Alerts

Intellex	VideoEdge NVR	HDVR
User Alarm	Motion Detection	Motion Detection
Video Loss	Video Loss	Video Loss
Motion Detection	Dry Contact	Dry Contact
Motion Exception	User Panic	
Perimeter Protection	Object Detection	
Light Change	Direction	
Text Exception	Linger	
External Alarm	Enter	
	Exit	
	Abandoned/Removed	

9 Expand the **Status** section to display the current Alert Status.

10 Expand the **Associations** section. You can associate the camera with up to 5 objects. Refer to Procedure 16-1 Associate Objects.

11 Select **Save**.

Refer to Save and Close options for more information.

- End -

Reset Camera Name

When a camera name is changed in the client, it can be reset back to the original name assigned at the recorder.

Procedure 5-5
Reset Camera Name

Step	Action

1 Select **Devices** from the Home tab.

2 Select ▷ next to Recorders in the Device List window.

3 Select ▷ next to the recorder folder to expand the selection.

4 Select ▷ next to the recorder.

5 Right click on the camera to be modified.

6 Select **Reset Name**.

7 Right Click the camera.

8 Select **Refresh**. Camera Name will revert to that assigned at the recorder.

Note

All Camera names can be reset by selecting **Cameras** from the Setup tab and **Reset All Name(s)**.

- End -

Device List

Introduction

The Device List forms part of the default layout. It displays all the hardware devices (objects) configured in the system and can be used to configure objects, with interaction primarily via their context menus.

Object Status

An Object's Online/Offline status is visually represented by a graphical light bulb associated with the object's icon in the device list. The following objects support this feature:

- Cameras
- Keyboards
- Analog Matrices

6

- Recorders

Object	Online	Offline	Unknown
Camera			
Keyboard			
Analog Matrix			
Recorder			

Note

1. For analog cameras, Online and Offline status refers to the physical connection between the camera and the recorder.
2. Cameras displaying (Offline status) may still be streaming video, the system may take some time to refresh the icon to Online.

Alarm Persistence

VideoEdge NVR constantly caches alarms from the previous two weeks. This means if an NVR loses connection to site manager, alarms are resent upon reconnection in Recovery mode.

Upon reconnection, notification is sent to victor that Alarm recovery is in progress and also informs whether it has been successful.

Users must run a **Video Alarm** report query using report to access the alarms. Refer to Procedure 33-1 Generate System Reports.

Alarm persistence can be disabled by selecting the **Skip Recovered Events** checkbox on the Site Manager **Settings** tab. If the status of the **Skip Recovered Events** checkbox is changed while the VideoEdge driver service is running, it must be stopped and restarted before changes take effect.

Note

Alarm persistence is only available on VideoEdge 4.2+ and victor client 4.2+

Display Device List

The Device List, which forms part of the default layout, displays all hardware configured in the system available to the current user.

Procedure 6-1
Display Device List

Step	Action
1	Select **Devices** from the Home tab. Figure 6-1 illustrates a typical Device List view.
2	The Device List window displays showing all devices configured within the system.

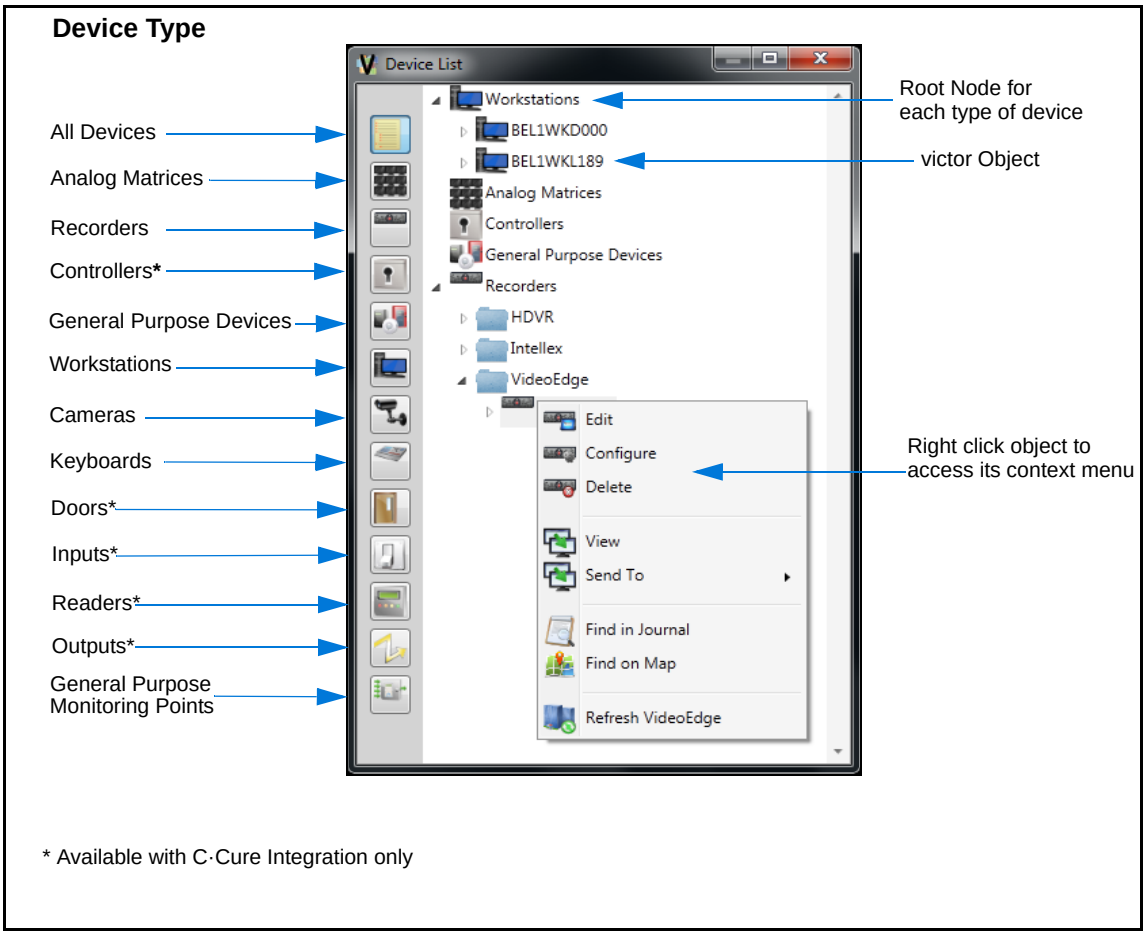


Figure 6-1 Device List

- End -

View Devices by Device type

The device list uses class folders to organise objects within the device list into Parent/Child format.

Objects can be filtered by the device types such as Workstations, Cameras, Recorders or Keyboards.

Procedure 6-2
View Devices by Device Type

Step	Action

1 Select **Devices** from the Home tab.
The Device List window displays showing all devices configured within the system.

2 Select the device type to be viewed:

Table 6-1 Device Types

Device Type	Icon
All Devices	
Analog Matrices	
Recorders	
Controllers*	
General Purpose Devices	
Workstations	
Cameras	
Keyboards	
Doors*	
Inputs*	
Readers*	
Outputs*	
General Purpose Monitoring Points	

*Integration only

Device list displays only the type selected.

- End -

Surveillance

Introduction

The Surveillance feature allows users to view live or recorded video streams from recording devices. Live video may be viewed within the pane configurations available in the surveillance window or by using call ups to display video from prearranged camera configurations. The main surveillance window can be organized according to any of the layouts configured and stored on the site manager. The default layout may be changed at any time by selecting a new layout from the options in the layout control.

Additional 'pop-up' video windows can be created and moved to additional monitors connected to the workstation.

Video Preferences editor enables you to:

- Stop video and audio from streams which are not visible
- Display times in UTC (Coordinated Universal Time)
- Assign a Third Party Application with which to edit still images.
- Edit video overlay preferences (font size/color).

Where a client determines the streams in the selected video pane(s) support streaming playback the instant playback controls will be enabled allowing the user to navigate through the streams.

PTZ Control via the Surveillance Window

When viewing a video stream, Pan, Tilt, Zoom (PTZ) and instant playback operations can be performed.

Note

Focus, Iris Control and Patterns are not supported on HDVR Units

There are two types of PTZ command that the client will determine to use, these are:

Real PTZ

This is used with a live stream from a dome camera which supports PTZ commands.

Virtual PTZ

This is used with a live or recorded stream from any fixed camera. Virtual PTZ is achieved by capturing a specific area of the camera's view, then cropping a smaller area and zooming that to a larger view.

Bandwidth Configuration

Bandwidth allocation can be configured from the status bar to enable throttling of bandwidth.

Note

Bandwidth throttling is not available on HDVR units, however, any streams exceeding the client bandwidth cap will be stopped.

View Live Video from all Cameras on a Recorder

You can view live video from all online cameras connected to a recorder.

Note

The maximum number of supported live video feeds is: 16 H.264 @ 30ips.

Procedure 7-1
View Live Video from all Cameras on a Recorder

Step	Action
1	Select **Devices** from the Home tab. The Device List window displays.
2	Select ▷ next to Recorders to expand the selection.
3	Select ▷ next to the recorder folder to expand the selection.
4	Right Click the recorder to be viewed.

5	Select **View**. A new surveillance tab opens displaying all available camera views.

- End -

Display Live Video from Selected Cameras

You can view Live Video on the surveillance pane from selected cameras.

Procedure 7-2
Display Live Video from Selected Cameras

Step	Action
1	Select **Surveillance** from the Home tab. The Surveillance window displays.
2	Select the required Video Pane Layout icon to set the pane configuration. Default view is 1x1.
3	Select **Devices** from the Home tab. The Device List window displays.
4	Select ▷ next to Recorders to expand the selection.
5	Select ▷ next to the recorder folder to expand the selection.
6	Select ▷ next to the required recorder to expand the selection.
7	Drag and Drop the camera into the surveillance pane of your choice. The surveillance pane updates to display the live video feed from the selected camera.
8	Repeat steps 5 to 6 to add more cameras to the surveillance pane windows.

- End -

Change Surveillance Overlay Settings

Video Overlay settings can be enabled or disabled within the video window. Overlay settings include:

Figure 7-1 Surveillance Overlay options displays the Overlay options.

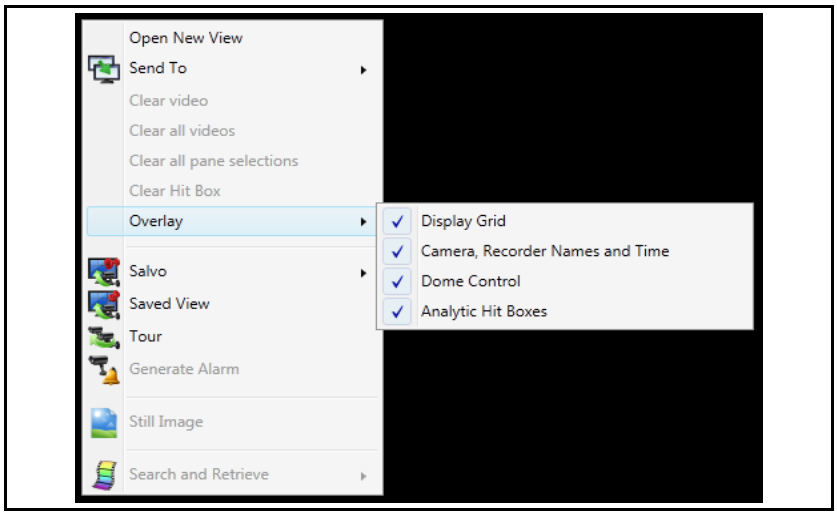


Figure 7-1 Surveillance Overlay options

Four separate elements of overlays can be enabled or disabled independently:

- Display Grid
- Camera, Recorder, Names and Time
- Dome Control
- Analytic Hit Boxes

Note

1. Changing to values within the overlay affects the whole window in which the changes are made. Overlay settings cannot be changed for individual video panes.

2. Refer to Procedure 7-12 Edit Surveillance Preferences for further overlay options.

3. Grid lines can only be switched on/off when viewing multiple panes.

Procedure 7-3
Change Surveillance Overlay Settings

Step	Action
1	Select **Surveillance** from the Home tab. The Surveillance window displays.
2	Right click within any video pane.
3	Select **Overlay.**

4 To enable or disable specific surveillance overlay options, select and deselect from the options as required.

Note

Surveillance overlay must be enabled to allow camera control from within specific panes.

- End -

Virtual Camera Controls

You can use Virtual pan, tilt and zoom (PTZ) functions to crop and magnify specific areas of a fixed camera's view.

Procedure 7-4
Using Virtual Camera Controls (PTZ)

Step	Action

1 Select **Surveillance** from the Home tab. The Surveillance window displays.

2 Select the camera control symbol within the video pane of the camera which you want to control. Refer to Procedure 7-3 Change Surveillance Overlay Settings if surveillance overlay is not visible.

Virtual PTZ controls display within the surveillance pane. Use controls by selecting relevant areas of the overlay as seen in Figure 7-2 PTZ Controls.

.

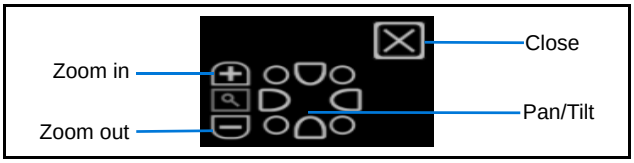


Figure 7-2 PTZ Controls

3 Select **Close** to close the camera control overlay.

- End -

Dome Camera Controls (PTZ)

You can use real Pan, Tilt and Zoom (PTZ) functions to control camera movement and video display.

Procedure 7-5
Using Dome Camera Controls (PTZ)

Step	Action

1 Select **Surveillance** from the Home tab. The Surveillance window displays.

2 Select within the video pane of the dome camera you want to control. Refer to Procedure 7-3 Change Surveillance Overlay Settings if surveillance overlay is not visible.

Dome controls display within the surveillance pane. Use the controls by selecting relevant areas of the overlay as seen on Figure 7-3 Dome Controls (PTZ):

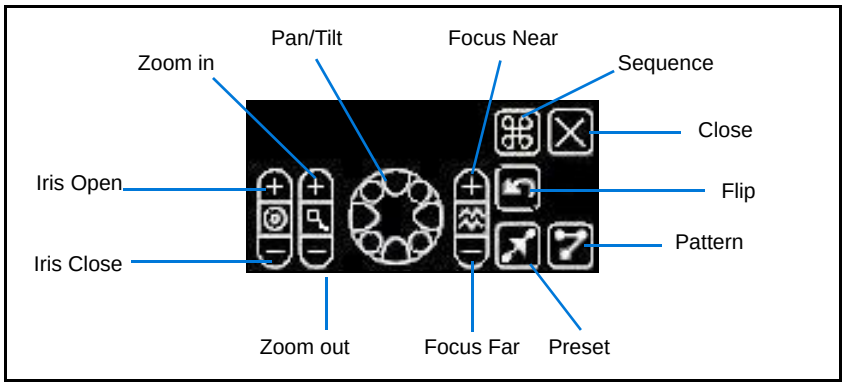


Figure 7-3 Dome Controls (PTZ)

Note

Depending upon the type of dome and recorder being used, the controls available may vary. For example, sequence function is not available via Intellex.

- End -

Clear Video from a Surveillance Pane

You can clear video from an individual video pane within a surveillance window.

Procedure 7-6
Clear Video from a Surveillance Pane

Step	Action
1	Right click on the surveillance pane from which you want to clear the video.
2	Select **Clear Video**. The camera view will be cleared from the surveillance pane.

- End -

Clear all video from a Surveillance Window

You can clear video from all panes within a surveillance window. This clears all video streams from the surveillance window which has focus but not from other windows which may be open.

Procedure 7-7
Clear all video from a Surveillance window

Step	Action
1	Right click on the surveillance window from which you want to clear all video.
2	Select **Clear all videos**. The camera views will be removed from the surveillance window.

- End -

Change Live Video Pane Layout

The layout of the surveillance window may be changed to accommodate different video pane configurations. Figure 7-4 Video Pane Configurations displays the layout panes.

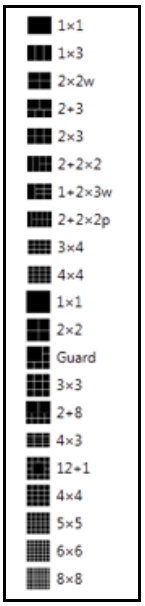


Figure 7-4 Video Pane Configurations

Procedure 7-8
Change Live Video pane Layout

Step	Action
1	Select **Surveillance** from the Home tab.
2	Select the required pane configuration from the options at the top of the surveillance window. • **1x1** This layout displays a single stream of wide format video on a widescreen layout. • **1x3w** This layout displays up to 3 streams of video on a widescreen layout. • **2x2w** This layout displays up to 4 streams of video on a widescreen layout • **2+3** This layout displays up to 5 streams of video with extra resolution on 2 streams. • **2x3** This layout displays up to 6 streams of video on a widescreen layout.

- **2+2x2** This layout displays up to 6 streams on a widescreen layout with extra resolution on 2 streams.
- **1+2x3w** This layout displays up to 7 streams on a widescreen layout with extra resolution on 1 stream
- **2+2x2p** This layout displays up to 9 streams on a portrait layout with extra resolution on 1 stream
- **3x4** This layout displays up to 12 streams on a widescreen layout.
- **4x4** This layout can display up to 16 streams of wide format video on a widescreen layout.
- **1x1** This layout can display a single stream of video.
- **2x2** This layout can display up to 4 streams of video.
- **Guard** This layout displays up to 6 streams of video, with extra resolution on one stream.
- **3x3** This layout displays up to 9streams of video.
- **2+8** This can layout display up to 10 streams of video with extra resolution for 2 streams.
- **4x3** This layout can display up to 12 streams of wide format video.
- **12+1** This layout can display up to 13 streams of video with extra resolution on 1 stream.
- **4x4** This layout displays up to 16 streams of video.
- **5x5** This layout displays up to 25 streams of video.
- **6x6** This layout displays up to 36 streams of video.
- **8x8** This layout displays up to 64 streams of video.

The Surveillance window changes layout accordingly.

Note

Double-click in a single video pane to display that camera feed as a 1x1 in a separate video window.

- End -

Close Surveillance Window

You can close the surveillance window if it is no longer required.

Procedure 7-9
Close Surveillance Window

Step	Action
1	Right click on the tab of a tabbed window.
2	Select **Close**.
	OR from within a floating or dockable window:
3	Select on the top right of the window. Window closes.

- End -

View Individual Camera Footage

Instead of dragging and dropping individual cameras into a surveillance window, you can view footage from a specific camera more conveniently by using its context menu.

Procedure 7-10
View Individual Camera Footage

Step	Action
1	Select **Devices** from the Home tab. The Device List displays.
2	Select ▷ next to Recorders to expand the selection.
3	Select ▷ next to the recorder folder to expand the selection.
4	Select ▷ next to the recorder to view cameras.
5	Right click the camera to be viewed.
6	Select **View**. Footage from that camera will display in a new surveillance window.

- End -

View Individual Camera Footage (Full Screen)

Instead of dragging and dropping individual cameras into a surveillance window, you can view footage from an individual camera maximized on any connected display using the Send to Feature.

Procedure 7-11
View Individual Camera Footage (Full Screen)

Step	Action
1	Select **Devices** from the Home tab. The Device List will display.
2	Select ▷ next to Recorders to expand the selection.
3	Select ▷ next to the recorder folder to expand the selection.
4	Select ▷ next to the recorder to view cameras.
5	Right click the camera to be viewed.
6	Select **Send To**.
7	Select the display to send to video. Footage from the camera will display as maximized in the surveillance window of the chosen display.

- End -

Video Preferences

Video Preferences includes settings for configuring:

- Surveillance Preferences
- Changing Clip Saving Location
- Changing default Clip Duration
- Assigning Third Party Applications to edit Still Images
- Video Overlay Preferences

For details on Clip Saving Location and Clip Duration refer to Procedure 34-3 Change Clip Saving Location/Procedure 34-2 Change Default Clip Duration.

Surveillance Preferences

Surveillance preferences includes options to:

Stop video and audio when not visible: Enabling this setting reduces network traffic as video is not streamed through the network in surveillance windows which do not have focus. By default this is enabled.

Display times in UTC: Enabling this (Universal Time Coordinated) setting changes the time displayed in surveillance windows from that taken from the recorder to a standardized, synchronized value. (No information about time zones or daylight saving time is transmitted.) Default is disabled.

Edit Surveillance Preferences

Surveillance settings can be changed to reduce network traffic, standardize time and make overlay text clearer.

Procedure 7-12
Edit Surveillance Preferences

Step	Action
1	Select **System Values** from the **Setup** tab. System Values window displays.
2	Select **Video Preferences**.
3	In the Surveillance Preferences section select from the following to enable or disable the features: • Stop Video and Audio when not visible • Display Times in UTC
4	Select **Save**. Refer to Save and Close options for more information.

- End -

Configure Image Editor (Third Party Application)

After capturing a still image, you can edit the image using a third party application. The application needs to be configured from within Video Preferences prior to being used.

Procedure 7-13
Configure Image Editor

Step	Action
1	Select **System Values** from the Setup tab. System Values window displays.
2	Select **Video Preferences**.
3	Select ... next to **Third Party Application**. Navigation dialog displays.
4	Browse to the executable (.exe) file of the third party application.
5	Select the executable file.
6	Select **Open**. Dialog disappears.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Change Video Overlay Preferences (Text)

You can change how text is displayed within video panes. Color and Font size can be edited to allow for clearer text against various backgrounds.

The Camera/Recorder color and font size can be changed independently of the Date/Time color and font size.

Procedure 7-14
Change Video Overlay Preferences (Text)

Step	Action
1	Select **System Values** from the setup tab.
2	Select Video **Preferences**.
3	Select required font size for **Camera/Recorder** overlay and **Date/Time Overlay**.
4	Select required color using the Text color drop down menu. Use the Advanced button for more color options.
5	Select **Save**.

Refer to Save and Close options for more information.

- End -

Enable/Disable Still Image Capture

Still Image Capture be enabled or disabled from the surveillance window by selecting . The default setting is disabled.

Note

1. The Enable/Disable button is active only when the video stream is in paused mode.
2. Still Image Capture is not available on HDVR video streams.

Procedure 7-15
Enable/Disable Still Image Capture

Step	Action
1	Select from within a paused video stream. Button depresses indicating that Still Image Capture is enabled.
2	Select again to disable Still Image Capture.
3	Toggle as required.

- End -

Still Image Capture

You can capture a paused video stream and save the capture as a .bmp or .jpg image file. This image file can then be saved, E-mailed, printed or copied to clipboard. You can also launch a custom application to allow further editing of the image.

Still Image capture is available in the Surveillance Pane, Event Viewer, Investigator and Clips modes. The method for image capture is the same for each mode.

Note

Still Image Capture must be enabled for the feature to work. Refer to Procedure 7-15 Enable/Disable Still Image Capture for more information.

Procedure 7-16
Still Image Capture

Step	Action
1	Pause a video stream.
2	Enable **Still Image Capture**.
3	Right Click on the surveillance pane.
4	Select **Still Image**. A new floating window opens displaying the captured still image.

- End -

Partial Still Image Capture

You can capture part of a paused video stream using a selection tool and save the capture as a .bmp or .jpg image file. This image file can then be Saved, E-mailed, printed or copied to clipboard. You can also launch a custom application to allow further editing of the image.

Note

Still Image Capture must be enabled for the feature to work. Refer to Procedure 7-15 Enable/Disable Still Image Capture for more information.

Procedure 7-17
Partial Still Image Capture

Step	Action
1	Pause a video stream.
2	Enable Still Image Capture.
3	Click and Hold the left mouse button.
4	Drag to select the area to capture.
5	Release the left mouse button. A new floating window opens displaying the captured still image.

- End -

Save Still Image

After capturing a still image, you have the option to save it as a .bmp or .jpg image file.

Procedure 7-18
Save Still Image

Step	Action
1	Pause a video stream.
2	Enable Still Image Capture.
3	Right Click the surveillance pane.
4	Select **Still Image**. A new floating window opens displaying the still image.
5	Select . Windows Save dialog displays.
6	Browse to the location the file is to be saved.
7	Enter a file name for the still image in the **File name** textbox.
8	Select the file type to save the image as from the **Save as type** dropdown.
9	Select **Save**. Image file is saved to the specified location.

- End -

Configure Printer

Before using victor's Print image feature, a default Windows printer needs to be configured.

Procedure 7-19
Configure Printer

Step	Action
1	Refer to your O/S Help and Support for information on adding printers to your PC.

- End -

Print Still Image

You can print a still image directly from the image capture dialog without having to save it. A printer must be configured on the victor client PC via Windows for this feature.

Procedure 7-20
Print Still Image

Step	Action
1	Pause a video stream.
2	Enable Still Image Capture.
3	Right Click the surveillance pane.
4	Select **Still Image**. A new floating window opens displaying the still image.
5	Select . Windows Print Dialog Displays.
6	Select **Print Actual Size** or **Fit to Page** as required. Printer dialog displays.
7	Adjust Print settings as required.
8	Select **Print**.

- End -

Configure E-mail Preferences

Refer to Procedure 34-9 Configure E-mail Preferences

E-mail Still Image from victor client

After capturing a still image, you can then E-mail it as a .bmp or .jpg image file attachment. Subject and Message Body fields are also available to enter additional details for the recipient.

Note

E-mail: You have the option of using the domain SMTP settings or, if information cannot be obtained from the operating system you can override these settings in E-mail preferences. Refer to Procedure 34-9 Configure E-mail Preferences.

Procedure 7-21
E-mail Still Image from victor client

Step	Action
1	Pause a video stream.
2	Enable Still Image Capture.
3	Right Click the surveillance pane.
4	Select **Still Image**. A new floating window opens displaying the still image.
5	Select .
6	Enter the recipient's E-mail address(es) in the **To** textbox.
7	If required, enter the CC recipients E-mails address(es) in the **CC** textbox.
8	Enter the subject of the E-mail in the **Subject** textbox.
9	Enter the body text of the E-mail in the **Message Body** textbox.
10	Select either **jpeg** or **bmp** depending on which file format the image is to be sent.
11	Select **Send** to send the E-mail or **Clear** to clear the message content.

- End -

Edit Still Image

After capturing a still image, you can open it in a third party program for editing.

Procedure 7-22
Edit Still Image

Step	Action
1	Capture Still Image per Procedure 7-16 Still Image Capture.
2	Select . Image opens in Image editing software.
3	Make edits as required.

- End -

Copy Still Image to Clipboard

After capturing a still image, you can move it between locations using the Copy to Clipboard feature.

Procedure 7-23
Copy Still Image to Clipboard

Step	Action
1	Capture Still Image per Procedure 7-16 Still Image Capture.
2	Select . Image is copied to clipboard and ready to be pasted.

- End -

Playback Controls

Introduction

Playback Controls provide all of the standard VCR operations (Fast Rewind, Play reverse, Play, Pause, Play Forward, Fast Forward) as well as Jump Forward and Jump Back by intervals, giving users total control over a live and recorded video stream.

Note

1. Audio is disabled when in instant playback mode unless you are running at x1 speed forwards. Only one source can be running at any time. For example, enabling audio on camera 2 will disable it on camera 1.
2. Live & Streaming Audio is unavailable on Intellex. Only in downloaded clips.
3. To enable audio when playing back retrieved video, select on the top right of the surveillance pane. The icon turns green. Unless this is selected, the volume slider and mute controls are disabled.
4. If there are gaps in the recorded video stream from an Intellex recorder, Intellex will simply skip to the next available video. An NVR recorder will return blank frames at the requested framerate across the gap in the recording.
5. Instant Playback and Audio is not supported on HDVR Units.

Instant Playback Controls - Live Video

Playback controls for live video are displayed in Figure 8-1 Instant Playback Controls for Live Video:

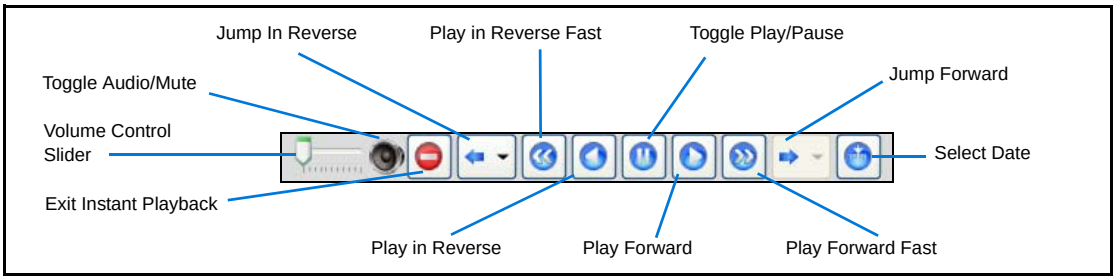


Figure 8-1 Instant Playback Controls for Live Video

Instant Playback Controls

The following Instant Playback controls are available:

- Volume Control slider - Use to control volume level.
- Toggle Audio/Mute - Use to enable/disable audio on current video stream.
- Exit Instant Playback - Use to exit playback and return to live view.
- Jump in Reverse - Use to jump back by defined intervals - 30 secs, 1 min., 5 min., 10 min., 30 min., 60 min.
- Play in Reverse Fast - Use to Play video in reverse at various speeds. Available speeds are 2x, 3x, 4x.

Note

1. 8x and 16x reverse speeds are only available on VideoEdge NVR 4.2+
2. In mixed surveillance windows containing 4.2+ video streams and any other video streams, a maximum of 4x reverse speed is available.

- Play in Reverse - Use to play video 1x in reverse.
- Toggle Play/Pause - Use to Pause/Play video.
- Play Forward - Use to play video 1x.
- Play Forward Fast - Use to play video forward at various speeds. Available speeds are 2x, 3x, 4x.
- Jump Forward - Use to jump forward by defined intervals - 30 secs, 1 min, 5 min, 10 min, 30 min, 60 min.
- Select Date via Calendar.

Playback Controls - Recorded Video

Playback controls for recorded video are displayed in Figure 8-2 Playback Controls for Recorded Video:

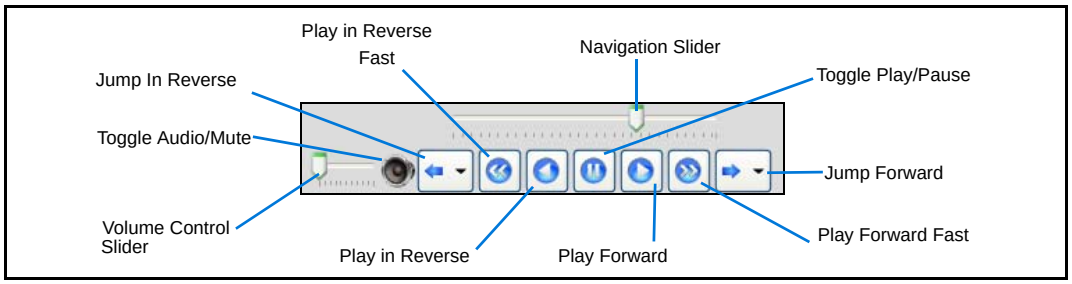


Figure 8-2 Playback Controls for Recorded Video

Recorded Video Playback Controls

The following Controls are available when viewing recorded video:

- Volume Control slider - Use to control volume level.
- Toggle Audio/Mute - Use to enable/disable audio on current video stream.
- Jump in Reverse - Use to jump back by defined intervals - 30 secs, 1 min., 5 min., 10 min., 30 min., 60 min.
- Play in Reverse Fast - Use to Play video in reverse at various speeds. Available speeds are 1x, 2x, 3x, 4x.
- Play in Reverse - Use to Play video 1x in reverse.
- Toggle Play/Pause - Use to Pause/Play video.
- Play Forward - Use to play video 1x.
- Play Forward Fast - Use to play video forward at various speeds. Available speeds are 2x, 3x, 4x.
- Jump Forward - Use to jump forward by defined intervals - 30 secs, 1 min., 5 min., 10 min., 30 min., 60 min.
- Further options are available in paused mode:
- Step back multiple frames - Use to jump back a set number of frames (depending on the framerate the camera is set to)
- Step back one frame
- Step forward one frame
- Step forward multiple frames - Use to jump forward a set number of frames (depending on the framerate the camera is set to)

Switch Between Live Video and Instant Playback

You can change the surveillance window view from Live Video mode to Instant Playback mode, enabling user control of Video Playback.

Procedure 8-1
Switch Between Live Video and Instant Playback

Step	Action
1	From live video mode (Surveillance), select a video pane. **Note** If a surveillance pane highlights with a dashed yellow border, instant playback is available on that camera, if a pane highlights with a flashing blue border when selected, instant playback is not available on that camera. A solid yellow line indicates the video pane is in playback mode.
2	Select the required function from playback controls. The selected pane will enter instant playback mode.
3	Select **Exit Instant Playback** from playback controls to exit and revert to live video.

- End -

Select Multiple Video Panes

Instant Playback controls may be used on multiple video panes simultaneously from the surveillance window.

Procedure 8-2
Select Multiple Video Panes

Step	Action
1	From live video mode (Surveillance), select a video pane. **Note** If a surveillance pane highlights with a dashed yellow border, instant playback is available on that camera, if a pane highlights with a flashing blue border when selected, instant playback is not available on that camera. A solid yellow line indicates the video pane is in playback mode.

2 Repeat as required to select further panes.

3 Perform simultaneous video playback by selecting Playback controls. The selected panes will enter instant playback mode.

4 Select **Exit Instant Playback** from playback controls to exit and revert to live video.

- End -

Clear all pane selections

When multiple panes are selected, you can deselect them all with one action.

Procedure 8-3
Clear all pane selections

Step	Action
1	Right click a selected video pane. Context menu displays.
2	Select **Clear all pane selections**. Selected panes border is removed indicating they are no longer selected.

- End -

Jump in Reverse

From instant playback mode, you can jump back by set time intervals of 30 seconds, 1,5,10,30,or 60 minutes. This feature is available in instant playback mode only.

Procedure 8-4
Jump in Reverse

Step	Action
1	Select **Jump in Reverse** from the instant playback controls in surveillance pane. Time intervals display.
2	Select the time interval to jump back. Video stream jumps to selected interval.

- End -

Jump Forward

From instant playback mode, you can jump forward by set time intervals of 30 seconds, 1,5,10,30,or 60 minutes. This feature is available in instant playback mode only.

Procedure 8-5
Jump Forward

Step	Action
1	Select **Jump Forward** from the instant playback controls in surveillance pane. Time intervals display.
2	Select the time interval to jump forward. Video stream jumps to selected interval.

- End -

Use mouse scroll wheel to toggle forward 1x and reverse1x

In playback mode, while video is playing, the mouse wheel can be used to instantly change forward play into reverse 1x.

Procedure 8-6
Use mouse scroll wheel to toggle forward 1x and reverse 1x

Step	Action
1	Navigate to the footage to be analyzed.
2	While the footage is in forward mode (any speed) select the video pane.
3	Scroll back one notch to change into reverse 1x.
4	Scroll forward one notch revert to forward 1x

- End -

Use mouse scroll wheel to step forward/back frames

In playback, paused mode, the scroll wheel of the mouse can be used to step forward and back. Each notch which the mouse wheel is scrolled equates to one frame of video, so if the recording rate is 5 FPS, 5 notches is 1 second of video.

Procedure 8-7
Use mouse scroll wheel to step forward/back frames

Step	Action
1	Navigate to the footage to be analyzed.
2	Pause the video in playback mode.
3	Click the mouse anywhere within the video pane.
4	Scroll the mouse wheel up to step frames forward, or back to step backwards.

- End -

Tours

Introduction

A tour is a collection of different camera views, displayed in predefined sequences for specified durations.

9

Create a Tour

You can define criteria for a new tour and add the tour to the system.

Procedure 9-1
Create a Tour

Step	Action
1	Select **Tours** from the Build tab.
2	Select **New** from the drop down menu.
3	Enter a name for the tour in the **Name** text box.
4	Enter a description for the tour in the **Description** text box.
5	The **Enabled** checkbox is selected by default. To deactivate the tour, deselect the checkbox.
6	Enter a **Default dwell** time in seconds (defaults to 5 seconds) in the defaults section. This is used as the default dwell time for all cameras subsequently added to the tour.
	Note Dwell times may be changed for individual cameras within a tour by changing the dwell time in the tour section.
7	Select the tab in which the items to be added are located.
8	Select the Recorder/Camera to be added to the tour.
9	Drag the Recorder/Camera into the tour camera pane.
10	Modify the dwell time if required.
11	Select Presets and patterns as required from the drop down menu if available.
	Note Presets and Patterns are only available to add if they are already configured on the recorder. They cannot be configured using the client.
12	Repeat steps 9 to 11 to add more Recorders/Cameras to the tour.
13	To remove an camera from the tour, select the camera in the tour camera pane and select .
14	To change the step order of the items in the tour, select the item and use or to change the step position.
15	Select **Save**. Refer to Save and Close options for more information.

- End -

Edit an existing Tour

You can edit the criteria of an existing tour.

Procedure 9-2
Edit an existing Tour

Step	Action
1	Select **Tours** from the Build tab.
2	Select **Show all** from the drop down menu. A list of all existing tours is displayed.
3	Right click on the tour to be edited.
4	Select **Edit**. The Tour editor will display.
5	Edit the name and description of the tour in the **General** section.
6	The **Enabled** checkbox is selected by default. To deactivate the tour, deselect the checkbox.
7	Enter a new **Default dwell** time in the defaults section. This will be used as the default dwell time for subsequent cameras added to the tour.
8	Within the Tour section, you can add, remove or edit attributes of cameras already included in the tour.
9	To add more cameras: **a** Select Recorder/Site tab in which the cameras are located. **b** Select ▷ next to the Recorder/Site that is connected to the camera that you would like to add to the tour. **c** Select the camera and drag it to the tour camera pane. **d** Modify the dwell time if required. **e** Select Presets and patterns as required from the drop down menu.
	Note Presets and Patterns are only available to add if they are already configured on the recorder. They cannot be configured using the client.
10	Repeat step 9 to add more cameras to the tour.
11	To remove a camera from the tour, select the camera in the tour camera pane then select .
12	To change the step order of the cameras in the tour highlight the camera and select or to move the camera up or down the list.
13	Select **Save**. Refer to Save and Close options for more information.

- End -

Display all Tours

You can view a list of all available tours. Details of the tours that are displayed include:

- Name
- Description
- Default dwell time
- Enabled

Further details are available by selecting ▷ next to the Tour names.

Refer to Object Lists for more information on managing lists.

Procedure 9-3
Display all Tours

Step	Action
1	Select **Tours** from the Build tab.
2	Select **Show all** from the drop down menu. A list of all existing tours is displayed.

Note

Further details are available by selecting ▷ next to the Tour names.

- End -

Display Details of Specific Tours

You can view details of specific tours.

Procedure 9-4
Display Details of Specific Tours

Step	Action
1	Select **Tours** from the Build tab.
2	Select **Show all** from the drop down menu. A list of all existing tours will be displayed.

3	Select [+] next to the tour to be viewed. Details of the tour are displayed.

- End -

Run an Existing Tour

You can execute an existing tour from a surveillance window. Tours may also be run from supported AD keyboards.

Procedure 9-5
Run an existing Tour

Step	Action
1	Select **Surveillance** from the Home tab.
2	Right click on the video pane and select **Tour**. A list of available tours is displayed in the context menu.
3	Select the tour to run. The tour will open in the surveillance window.

- End -

Delete a Tour

You can delete individual Tours from the system.

Note

When a tour is deleted it will be completely removed from the client and can no longer be used by any associated feature (for example a Salvo). It may be preferable to deactivate the tour, refer to Procedure 9-2 Edit an existing Tour for further information.

Procedure 9-6
Delete a Tour

Step	Action
1	Select **Tours** from the Build tab.
2	Select **Show all** from the drop down menu. A list of all existing tours will be displayed.

3 Right click the tour to delete.

4 Select **Delete**. You will be prompted to confirm the deletion.

5 Select **Yes** to delete or **No** to cancel.

- End -

Salvos

Introduction

A salvo allows users to display multiple video inputs simultaneously, providing a methodical and effective way to monitor multiple areas of interest.

There are two types of salvo within the client:

- A **Saved view** which is associated with a particular layout for example ‘4X4’.
- A **Standard salvo**, which is not associated with a particular layout.

Cameras, tours and recorders may be added to salvos.

Create a Salvo

Tours, Cameras and Recorders can all be added to salvos. Presets, Patterns and tours can be assigned if they are already defined on the recorder.

Procedure 10-1
Create a Salvo

Step	Action
1	Select **Salvos** from the **Build** tab.
2	Select **New** from the drop down menu.
3	Enter a name for the salvo in the **Name** text box.
4	Enter a description for the salvo in the **Description** text box.
5	The **Enabled** checkbox is selected by default. To deactivate the tour, deselect the checkbox.

6 Select the recorder/camera/tour that you would like to add to the salvo.

7 Drag the selected object into the salvo camera pane.

8 To remove an item from the salvo, choose the camera in the tour camera pane and select .

9 To change the step order of the items in the salvo, select the item and select or .

10 Select **Save.**

Refer to Save and Close options for more information.

- End -

Create Saved View

You can add a saved view which is a standard salvo associated with a particular layout. Tours, Cameras and Recorders can all be added to Saved Views. Presets, Patterns and tours can be assigned if they are already defined on the recorder.

Procedure 10-2
Create a Saved View

Step	Action

1 Select **Salvos** from the **Build** tab.

2 Select **New** from the drop down menu.

3 Enter a name for the salvo in the Name text box.

4 Enter a description for the salvo in the **Description** text box in the General section.

Note

The **Enabled** checkbox is selected by default. To deactivate the salvo, deselect the checkbox.

5 Select **Layout** from the drop down button in the salvo section.

Note

The number of items which can be added to a fixed salvo is limited to the number of video panes available on the chosen layout. for example 10 items cannot be added to a salvo with a 3X3 (9 pane) layout.

6 Select items to be added to the salvo from the sites/recorders/tours tabs by selecting and dragging into the salvo item pane.

7 To change the step order of the items in the tour, select the item and select or .

8 Select **Save**.

Refer to Save and Close options for more information.

- End -

Create a Saved View from the current Surveillance View

You can create a salvo which uses the current surveillance window as a layout. Selecting Save in a normal surveillance view opens the Salvo editor where you can further edit the view before saving.

Procedure 10-3
Create a Saved View from the current Surveillance View

Step	Action
1	Select button from the surveillance window. The new salvo window displays.
2	Enter a name for the saved view in the **Name** text box.
3	Enter a description for the saved view in the **Description** text box.

Note

The **Enabled** checkbox is selected by default. To deactivate the saved view, deselect the checkbox.

4	Select **Save**. Refer to Save and Close options for more information.

- End -

Edit a Salvo (standard or saved view)

You can make various changes to Salvos. They can be edited to change attributes including name, description, camera dwell times, add/remove tours and layouts (saved view only).

Procedure 10-4
Edit a Salvo

Step	Action
1	Select **Salvos** from the **Build** tab.

2 Select **Show all** from the drop down menu. A list of all existing salvos and saved views will be displayed.

3 Right click on the salvo to be edited.

4 Select **Edit**. The Salvo editor will display.

5 Edit the name and description of the salvo in the **General** section.

Note

The **Enabled** checkbox is selected by default. To deactivate the salvo, deselect the checkbox.

6 In the **Salvo** section, edit cameras and layout as required.

Note

Adding a layout to a standard salvo will convert it into a saved view.

7 Select **Save.**

Refer to Save and Close options for more information.

- End -

Display All Salvos

You can view a list of all available Salvos. Using this procedure will display both salvos and saved views. Refer to Object Lists for more information on managing lists.

Procedure 10-5
Display all Salvos

Step	Action
1	Select **Salvos** from the **Build** tab.
2	Select **Show all** from the drop down menu. A list of all existing salvos and saved views will be displayed.

- End -

Display Individual Salvo Details

You can view details of a specific Salvo. Available information includes camera numbers, camera types, pattern and preset numbers, server, pane ID and camera/tour name.

Procedure 10-6
Display Individual Salvo Details

Step	Action
1	Select **Salvos** from the **Build** tab.
2	Select **Show all** from the drop down menu. A list of all existing salvos and saved views will be displayed.
3	Select ⊞ next to the required salvo. The salvo details will display.

- End -

Delete a Salvo

You can delete a salvo from the system.

Caution

When a salvo is deleted it will be completely removed from the client and can no longer be used by any associated feature. It may be preferable to deactivate the salvo, refer to Procedure 10-4 Edit a Salvo for further information.

Procedure 10-7
Delete a Salvo

Step	Action
1	Select **Salvos** from the **Build** tab.
2	Select **Show all** from the drop down menu.
3	Right click the salvo to be deleted.
4	Select **Delete**. You will be prompted to confirm the deletion.
5	Select **Yes** to delete or **No** to cancel.

- End -

Run a Salvo

You can execute a salvo from the surveillance window.

Procedure 10-8
Run a Salvo

Step	Action
1	Select **Surveillance** from the **Home** tab.
2	Right click on a video pane.
3	Select **Salvo**. Available salvos display in the context menu.
4	Select the required salvo. The salvo will open in the surveillance window.

- End -

Run a Saved View

You can execute an existing saved view from the surveillance window.

Procedure 10-9
Run a Saved View

Step	Action
1	Select **Surveillance** from the **Home** tab.
2	Right click on a video pane.
3	Select **Saved view**. Available saved views display in the context menu.
4	Select the required saved view.The saved view will open in the surveillance window.

- End -

Search and Retrieve

11

Introduction

The Search and Retrieve feature allows users to search a recorder's stored video or metadata using time or motion criteria to filter results. Search Results can be reviewed, vaulted, saved as 'clips', stored on the client workstation or exported to remote storage.

Caution

Ensure time is synchronized between client machines and network recorders. Recorders which are out of time synchronization with client machines cause incorrect video retrieval.

Type of Search

Media searches are performed using a search wizard to guide you through the search process. The search wizard comprises a series of screens into which the user inputs the necessary information to execute a search.Three search types are supported:

Date and Time

The Date and Time based search retrieves video from specified cameras between certain time intervals determined by you. You can specify the search period (start and end date/times) and streams to retrieve (video only or video with associated audio). If the search is successful you can preview the media and optionally save it as a clip for further review.

Advanced

Two types of Advanced Search are supported:

Motion

A Motion based search allows you to search for footage from a specific camera. It may be used to detect motion in any portion of a camera's viewpoint, or in a specific region.

Motion Detection search is one of the fundamental components of the client since it enables you to skip directly to areas of interest rather than to resort to the impractical option of searching through hours of video in search of a particular event. You can specify the search period (start and end date\times) and streams to retrieve (video only or video with associated audio). If the search is successful you can preview the media and optionally save it as a clip for further review.

Note

1. Motion detection based Alarms and motion-based Searches are handled differently within the client.
Motion-based searches are independent of motion alarm regions setup in the VideoEdge NVR web client or Intellex. Recorders must be configured to provide this functionality (see NVR or Intellex User Guides on how to activate "Motion Metadata" on VideoEdge NVR and "Motion detection" on Intellex DVRs.)
2. Motion searches performed on the client from VideoEdge NVR do not search actual video footage but rather meta data generated by the NVR and therefore depend on the sensitivity level set when the video was processed. If no motion metadata is generated during a particular search interval, no results will be returned for that search.
3. Motion searches performed on the client from Intellex units search actual video footage and results depend only upon the sensitivity level set within the client.
4. Motion based searches are not supported for HDVR units.

Analytics (VideoEdge NVR 4.2+)

VideoEdge NVR 4.2+ supports Search Analytics. There are various analytic search types available including Object:

- Detection
- Direction
- Linger
- Enter
- Exit
- Abandoned/Detected

For more information on Analytics search types refer to Procedure 11-4 Perform an Advanced Search.

Load Alarm Rules

This feature allows you to load a previously configured rule from a VideoEdge NVR 4.2+. victor client uses information from the NVR rule to apply analytics search criteria to the victor client search.

As well as using alarm rules defined within the NVR, you can also use the ‘Add search as alarm rule’ feature to create a new alarm rule using criteria defined in a specific search.

Clips

- Once a search has been performed and you have identified footage of interest, you have an option to save that footage as a clip.
- Clips can also be created and saved using the Clip tool.
- Clips can be saved in different formats depending on the recorder. The clips can be played using victor player or 3rd party applications. victor player supports clips saved in native export formats. The export formats available for each recorder are outlined below:Table 11-1.

Table 11-1 Clip Export Formats

	Native Format	Additional Formats
NVR	.iso	.MP4
Intellex	.IMG	.AVI
HDVR	.AVI	-

Refer to: **Clips** for further information on how to create/Save/Export video clips.

Perform a Date and Time Based Search

You can search for video footage using time and date filter criteria.

Procedure 11-1
Perform a Date and Time Based Search

Step	Action

1 Select **Search and Retrieve** on the Home tab.

2 Select **Execute Search Wizard**. The Video Search and Retrieval wizard opens with the **Camera Options** tab displaying.

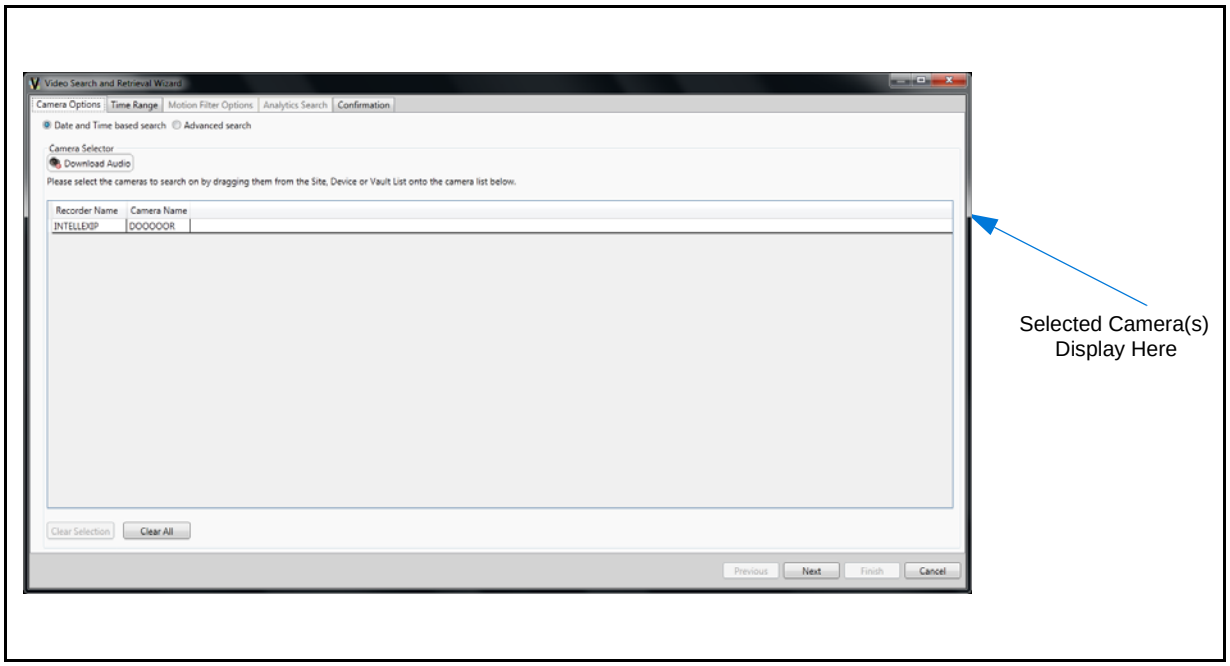


Figure 11-1 Video Search and Retrieval Wizard

3 Select **Date and Time Based search**.

4 If required, select the **Download Audio** button to download the audio associated with the search results.

5 Drag camera(s) from either the **Device List** or **Sites** tabs to the **Camera Selector** area. For a time and date search multiple cameras may be selected. Use the **Clear Selection/Clear All** buttons to edit the list as required.

Note

1. You can also drag items from the Vault list into the Search and Retrieve Wizard.
2. Refer to Procedure 34-8 Configure Search Preferences for details on how to edit which panes are displayed and are default.
3. This sets the Camera and Date/Time criteria automatically.

6 Select **Next**. Figure 11-2 the Time Range tab displays.

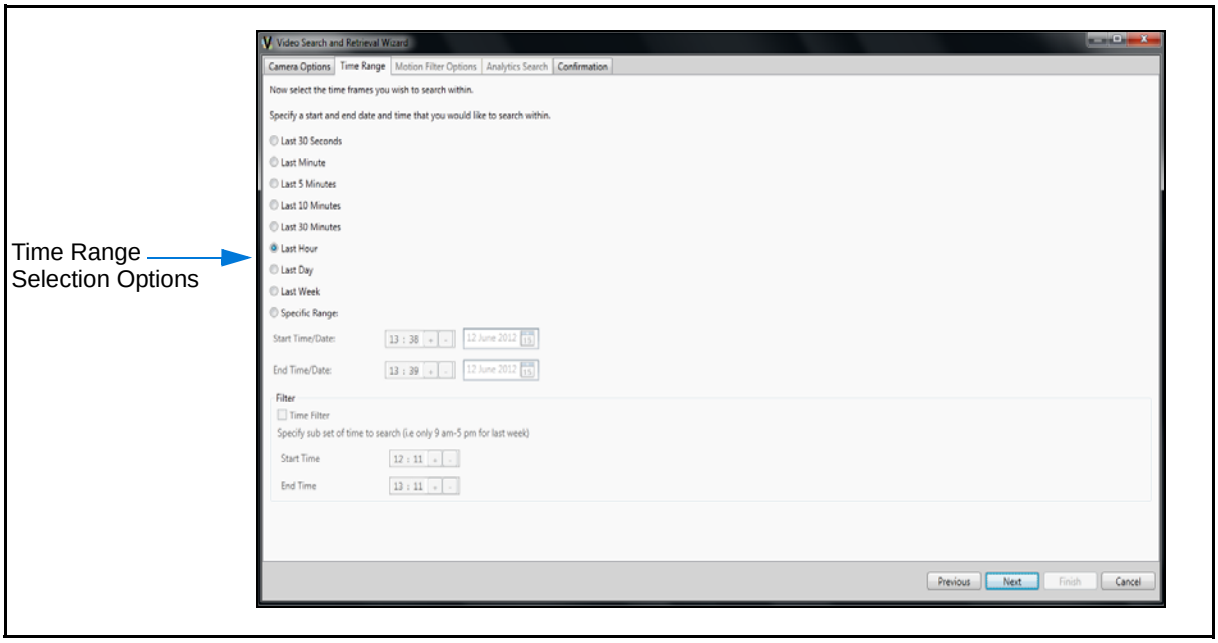


Figure 11-2 Time Range tab

7 Select the time range to search within. The options are:

- **Last 30 seconds**
- **Last minute**
- **Last 5 minutes**
- **Last 10 minutes**
- **Last 30 minutes**
- **Last Hour**
- **Specific Range**. If Specific Range has been chosen, select a start time, start date, end time and end date using the '+' and '-' symbols to adjust time range and the calender icon to change date settings.

8 Select the **Time Filter** checkbox to enable the time filter. Use the '+' and '-' symbols to adjust time filter range.This allows you to select specific hours to search within, for example, you could select building opening hours.

9 Select **Next**. The **Confirmation** tab displays.

10 Confirm that the search criteria is correct. If any changes are required navigate back through the search wizard by selecting **Previous**.

11 Select the **Vault Search Results** checkbox to automatically vault the results (This feature is only available on VideoEdge NVR 4.2+).

12 The **Download Search Results** checkbox is selected by default. Deselect if you do not want to download the search results.

Note

The Vault Search Results and Download Search Results are only available for VideoEdge NVR 4.2+ cameras.

13 Select **Finish** to execute the search. The Search Wizard window closes. Search results are displayed in **Date and Time Based Search Results** tab
Search results include information on Recorder Name, Start/End Times, Duration and Status.

14 Refer to **Playback Controls** to navigate the footage.

15 Refer to Procedure 11-8 Save a clip found using Search and Retrieve to save the footage as a clip.

- End -

Perform a Motion Based Search

You can search for video footage using a motion filter to look for movement in specific areas within a cameras view. These areas may also be searched by exception (Search everywhere except the selected areas).

Note

1. When selecting **Advanced Search** for all recorders except VideoEdge NVR 4.2+, a motion based search will be performed.
2. Motion Analytics search must be enabled on VideoEdge NVR 4.2+ in order to perform a motion based search. If the VideoEdge NVR 4.2+ has neither Motion nor Smart Analytics enabled, no advanced searches can be performed.

Procedure 11-2
Perform a Motion Based Search

Step	Action

1 Select **Search and Retrieve** on the Home tab.

2 Select **Execute Search Wizard**. The Video Search and Retrieval wizard opens with the **Camera Options** tab displaying.

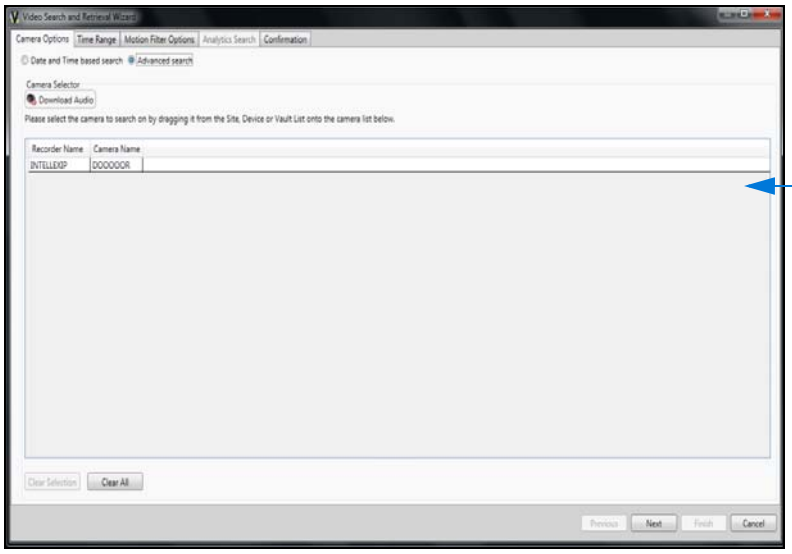


Figure 11-3 Video Search and Retrieval Wizard

3 Select **Advanced Search**.

4 If required, select the **Download Audio** button to download the audio associated with the search results.

5 Drag selected camera from either the Device List or Sites tabs. For a Motion based Search, only one camera may be selected. Use Clear Selection/Clear all buttons to edit the list as required.

Note

1. Dragging a camera into the camera selection table will replace any camera already selected.
2. Refer to Procedure 34-8 Configure Search Preferencesfor details on how to edit which panes are displayed and are default.
3. You can also drag items from the Vault list into the Search and Retrieve Wizard. This sets the Camera and Date/Time criteria automatically.

6 Select **Next**. Figure 11-4 the **Time Range** tab displays.

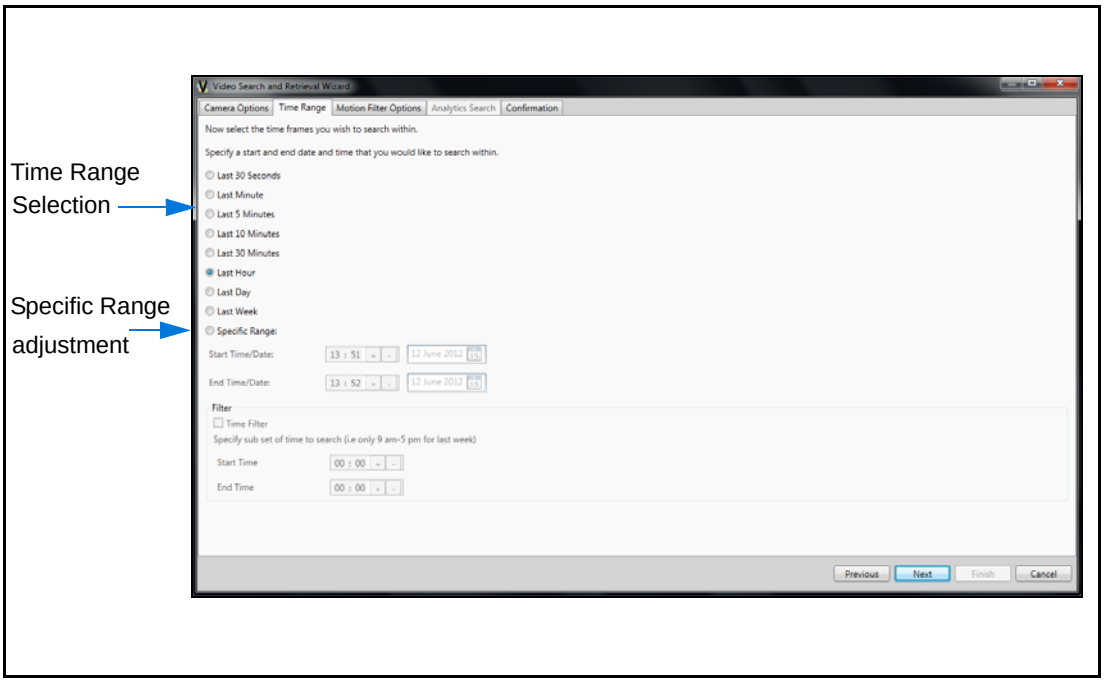


Figure 11-4 Time Range tab

7 Select the time frames to search within. The options are:

- **Last Hour**
- **Last Day**
- **Last Week**
- **Specific Range.** If Specific Range has been selected, choose a start time, start date, end time and end date using the '+' and '-' symbols to change time range and the calender icon to change date settings.

8 Select the **Time Filter** checkbox to enable the time filter. Use the '+' and '-' symbols to adjust time filter range.This allows you to select a specific time frame to search within, for example, you could select building opening hours.

9 Select **Next**. Figure 11-5 the **Motion Filter Options** window displays.

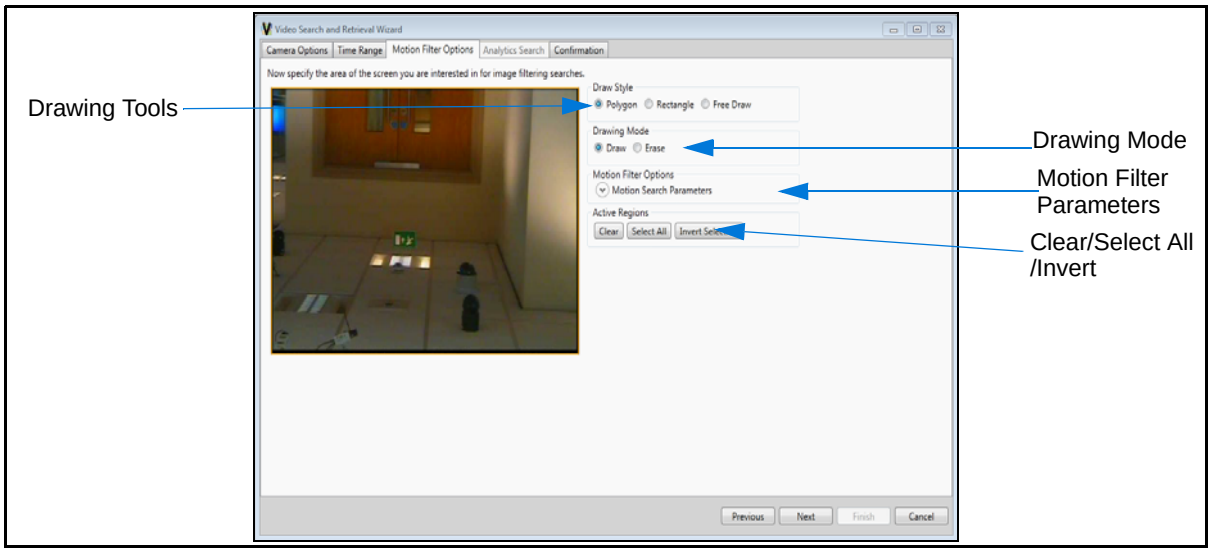


Figure 11-5 Motion Filter Options

10 Expand the **Motion Search Parameters** by selecting . Adjust Parameters as required.

Note

Depending upon the type of recorder being searched, the motion search parameters will differ:

Recorder Type	Search Parameters
Intellex	Motion Sensitivity: (Least results - Most results slide bar) Motion Duration (5-600 seconds)
NVR 4.01	Motion Sensitivity: 1-5 Slide Bar
NVR 4.02	Amount of Motion (% of region): 0-100% Slide Bar Motion Duration (0-600 seconds): Textbox
NVR 4.2	Direction of Motion Amount of Motions (% of region) Motion Duration (0-600 seconds)
HDVR	Not Supported

11 Select **Polygon**/**Rectangle** or **Free Draw** from the **Draw Style** section.

Polygon: Draw a polygon by clicking once on the image and using the lines to form the motion search shape. Click again to confirm the line. Double click when shape is complete to finalize the search area. Use **Erase** mode to correct errors.

Rectangle: Highlight the area of interest by clicking and dragging the cursor over the camera view to draw a rectangle.
The full search area may be highlighted by selecting **Select all**. Use **Clear** to restart drawing or **Invert Selection** to toggle Active/Inactive. Use **Erase** mode to correct any errors.

Free Draw: Draw the area of interest freehand on the camera view. Use **Clear** to restart drawing or **Invert Selection** to toggle Active/Inactive. Use **Erase** mode to correct errors.

12 Draw the Region of Interest as required. By default this is the Active Region.

13	Select **Invert Selection** if the Region of Interest is to be inverted.
14	Select **Next**. The **Confirmation** window displays.
15	Confirm that the search criteria is correct. If any changes are required navigate through the search wizard by selecting **Previous** and **Next**.
16	Select **Finish** to execute the search. The Search Wizard window closes. Search results are displayed in **Advanced Search Results** tab Search results include information on Recorder Name, Camera Name, Start/End Times, Duration and Status. Double Click on a search result within the search results window to play the associated footage.
17	The result will automatically play once the clip transfer has completed. Refer to **Playback Controls** to navigate the footage.
18	Refer to Procedure 11-8 Save a clip found using Search and Retrieve to save the footage as a clip.

- End -

Investigate a Motion Search Result

You can investigate the results of a motion search.

This will open the surveillance window in Guard configuration displaying the search result from the camera in paused mode. You can then drag other cameras as required into the empty video panes to get a wider view of the vicinity of the motion search. All cameras are initially paused at the same point and play simultaneously when you select play from the playback controls.

The Clip tool is available in Investigator mode - Refer to Procedure 12-1 Create and Save a Clip for more details.

Note

You can also launch Investigator mode from Instant Playback. Refer to Procedure 11-6 Launch Investigator from Instant Playback .

Procedure 11-3
Investigate Motion Search Result

Step	Action
1	Select a **Motion Search Result**.
2	Select . The Surveillance window will open in Guard configuration, displaying the paused footage.
3	Drag in other cameras as required. The views from these cameras are also paused with the time synchronized to match that of the search result. Guard layout allows 5 more cameras to be added.

4 Select **Play** to play footage from all cameras simultaneously.

- End -

Perform an Advanced Search

Using the Analytics search feature, depending upon the nature of the object you are searching for you can use different search types and parameters to filter your results.

Note

When selecting **Advanced Search** on a VideoEdge NVR 4.2+ camera with analytics enabled, an analytics search will be performed.

Table 11-2 Advanced Search Types

Advanced Search Type	Description	Search Parameter(s)
Object Detection	Find objects that move into a region of interest. This search is similar to a motion-based search, except that it only finds objects the first time they enter the region. If the objects leave the camera view and return, the search will find them again. Draw a region that covers the area you wish to search for objects. Use a higher Overlap setting to find objects that are mostly inside the region, and use a lower value to find objects that just brush the edge of the region.	**Overlap** (Sensitivity level - A lower value will return more results)
Object Direction	Find objects moving in a certain direction through a region of interest. Set the general direction of motion to search for, and the maximum amount of time the object can take to traverse most of the region (to exclude objects that move too slow). Draw a thin region in the direction of motion that you wish to find. Use a lower Overlap setting to find objects moving in the general direction but not necessarily contained in the region.	- **Overlap** (Sensitivity level - A lower value will return more results) - **Traversal Time** (max. amount of time the object can take to traverse the region - **Direction of Motion**
Object Linger	Find objects lingering in a region of interest. An object is lingering if it is mostly stationary. Set the minimum amount of time an object must linger before being included in the results. Draw a region in the area that you want to find objects lingering. Use a higher Overlap setting to avoid finding objects lingering nearby.	- **Overlap** (Sensitivity level - A lower value will return more results) - **Linger Time** (Min. amount of time person lingers before being included in search results)

Object Enter	Find objects entering a camera view through a doorway or threshold. Draw a region containing the doorway or threshold and any area around it through which objects can be seen (like glass). Also include any area through which the door (if there is one) might move. This search excludes objects that can be seen through the doorway or threshold but do not pass through it. Use a higher Overlap setting for best results	**Overlap** (Use a higher Overlap setting for best results)
Object Exit	Find objects exiting a camera view through a doorway or threshold. Draw a region containing the doorway or threshold and any area around it through which objects can be seen (like glass). Also include any area through which the door (if there is one) might move. This search excludes objects that walk up to the doorway or threshold but do not pass through it. Use a higher Overlap setting for best results.	**Overlap** (Use a higher Overlap setting for best results)
Object Abandoned/Detected	Use this search to find when a stationary object was placed, moved or removed. The Amount Changed setting lets you search for either large or small changes occurring in the region. The Within setting specifies over what time period the changes can occur (0 seconds means instantaneous change). Draw a region that contains all of the area that you wish to search for changes, and use a higher Overlap setting to avoid finding nearby changes or changes that are not completely in the region.	- **Overlap** (Use a higher Overlap setting to avoid finding nearby changes or changes that are not completely in the region) - **Amount Changed** (Adjust to look for a larger or smaller change in the region) - **Within** (Time frame within which the change occurs)

Note

1. Analytics search type descriptions are also available in the Search and Retrieve wizard Analytics tab.
2. Analytics searches are supported on VideoEdge NVR 4.2+ recorders only.
3. **Video Intelligence** must be enabled on the particular camera where an Analytics search is to be carried out.

Procedure 11-4
Perform an Advanced Search

Step	Action
1	Select **Search and Retrieve** from the Home tab.
2	Select **Execute Search Wizard**. Search and Retrieval Wizard opens.
3	Select **Advanced Search**.
4	If required, select the **Download Audio** button to download the audio associated with the search results.

5 Drag a supported camera from the device list, (VideoEdge NVR4.2+) into the Camera Selector area.

6 If required select **Load Alarm Rule**. Dropdown menu displays.

Note

Load Alarm Rule - This feature allows you to load a previously configured rule from a VideoEdge NVR 4.2+. victor client uses information from the NVR rule to apply analytics search criteria to the victor client search. Search parameters are pre-filled but can be edited, if required.

a Select the Rule type from the dropdown menu. Available rules display.

b Double click rule as required.

7 Select **Next**. Time range tab displays.

8 Select the time frames to search within. The options are:

- **Last Hour**
- **Last Day**
- **Last Week**
- **Specific Range.** If Specific Range has been selected choose a start time, start date, end time and end date using the '+' and '-' symbols to change time range and the calender icon to change date settings.

9 Select the **Time Filter** checkbox to enable the time filter. Use the '+' and '-' symbols to adjust time filter range.This allows you to select a specific time frame to search within, for example, you could select building opening hours.

10 Select **Next**. **Analytics Search** tab opens.

11 Select **Search Type** from the Search Type list. A brief description of each type of search is available to help you decide which analytics search type is appropriate.

12 Select **Polygon**, **Rectangle** or **Free Draw** from the **Draw Style** section.

Polygon: Draw a polygon by clicking once on the image and using the lines to form the motion search shape. Click again to confirm the line. Double click when shape is complete to finalize the search area. Use **Erase** mode to correct errors.

Rectangle: Highlight the area of interest by clicking and dragging the cursor over the camera view to draw a rectangle.
The full search area may be highlighted by selecting **Select all**. Use **Clear** to restart drawing or **Invert Selection** to toggle Active/Inactive. Use **Erase** mode to correct any errors.

Free Draw: Draw the area of interest freehand on the camera view. Use **Clear** to restart drawing or **Invert Selection** to toggle Active/Inactive. Use **Erase** mode to correct errors. When Free Draw is selected, 2 brush types are available:

- **4x Brush**
- **8x Brush**

13 Adjust Parameters as required. Refer to **Advanced Search Types.**

Note

If **Select All** button is selected, **Overlap** slider becomes redundant.

14 Draw the Region of Interest as required. This is the Active Region.

15 Select **Invert Selection** if the Region of Interest is to be inverted.

16 Select **Next**. The **Confirmation** window displays.

17 Confirm that the search criteria is correct. If any changes are required navigate through the search wizard by selecting **Previous** and **Next**.

18 Select **Finish** to execute the search. The Search Wizard window closes. Search results are displayed in **Advanced Search Results** tab
Search results include information on Recorder Name, Camera Name, Start/End Times, Duration and Status. Double Click on a search result within the search results window to play the associated footage.

Note

When reviewing **Advanced Search Results**, a red 'hit box' highlights the Region of Interest which triggered the alert.

- End -

Add Search as Alarm Rule

As well as using alarm rules defined within the NVR, you can also use the 'Add Search as alarm rule' feature to create a new alarm rule using criteria defined in a specific search. These alarm rules display in the 'Load Alarm Rule' list in the Search and Retrieve Wizard.

Procedure 11-5
Add Search as Alarm Rule

Step	Action
1	Perform an analytics search per Procedure 11-4 Perform an Advanced Search.
2	Select the search result to be added as an alarm rule. Item highlights blue.
3	Select . **Save Search as Alert** dialog displays.
4	Enter a name for the alert in the Alert Name textbox.
5	Select **OK**. Search is saved as an alarm rule.

- End -

Launch Investigator from Instant Playback

When viewing a video stream in instant playback mode, you can launch the Investigator tool.

Procedure 11-6
Launch Investigator from Instant Playback

Step	Action
1	Select the surveillance pane. Yellow border displays around pane indicating instant playback is available.
2	Select **Pause** in playback controls.
3	Select button. Investigator mode launches in new tabbed window.
4	Refer to Procedure 11-3 Investigate Motion Search Result for more information on Investigator mode.

- End -

Export Search Results

Search results can be exported as a grid in Microsoft Excel (.xlsx) or .xps file formats.

Procedure 11-7
Export Search Results in Excel (.xlsx) or .xps Formats

Step	Action
1	Perform a search using Procedure 11-1 Perform a Date and Time Based Search or Procedure 11-2 Perform a Motion Based Search. Results display in the Search and Retrieve results window.
2	To export search results in Excel (.xlsx) format: **a** Select **b** Search results open in Microsoft Excel
3	To export search results in .xps format: **a** Select . The **Save As** dialog displays. **b** Navigate to the Save in Folder. **c** Enter file name in **File name** textbox. **d** Select **Save**.

- End -

Save a clip found using Search and Retrieve

You can save a clip found using the Search and Retrieve wizard. Saved clips may be stored on either a network drive or the client machine.

Note

Before saving a clip, local and remote paths need to be set up. Refer to Procedure 34-3 Change Clip Saving Location

Procedure 11-8
Save a clip found using Search and Retrieve

Step	Action
1	Perform a search using Procedure 11-1 Perform a Date and Time Based Search or Procedure 11-2 Perform a Motion Based Search. Clip displays in the Search and Retrieve results window.
2	Double click the clip to play.
3	Select .**Direct Clip Action** dialog displays.
4	Double click the **Name** text box and enter a name for the clip.
5	Select the location to save the clip from the Clip Saving Location. Choose from: • Remote Location (User specified network storage location - See Video preferences) • victor unified client (Local)
6	Select a folder from the Clip Folder list.
7	Select **Save**. The Clip Transfer Progress bar displays. When save is complete, a dialog box displays indicating that the clip was successfully stored. The clip is saved. Refer to View a previously saved Video Clip on page 7 .

- End -

Retrieve Recent Footage from a Specific Camera

You can retrieve recent footage from any configured system camera without performing a full search. The footage can be retrieved for time intervals during Last 30 Seconds, 1, 5, 10, 30, or 60 minutes. To save this footage as a clip, refer to Procedure 11-8 Save a clip found using Search and Retrieve.

Procedure 11-9
Retrieve Recent Footage from a Specific Camera

Step	Action
1	Navigate to the camera on the device List.
2	Right click on the specific camera.
3	Select **Search and Retrieve**.
4	Select time interval as required. The options are: • **Last 30 Seconds** • **Last 1 minute** • **Last 5 minutes** • **Last 10 minutes** • **Last 30 minutes** • **Last 60 minutes** The clip transfer progress bar informs of progress.
5	The Search and Retrieve window displays showing the clip record.
6	Double click the clip to play.
7	Select to enable audio.
8	To save the clip Refer to View a previously saved Video Clip on page 7 .

- End -

Jump To Next/Previous Alerts or Results

The Jump to Next/Previous controls facilitate jumping to next/last video/CCure alerts or video search results.

This feature is only enabled when:

- For alerts - The camera is in instant playback, has the alert type enabled and there are alerts available.
- For search results -There are results available.

Search Results and Event types are selected via the Jump To Alerts/Results dropdown list to the left of the controls ( ). Options in the Jump To Alerts/Results dropdown can be limited by

adding type exceptions to Journal Filter System Values, refer to Procedure 34-4 Add Type Exceptions to the Journal Filter.

Search results are only enabled when results of a previous motion or advanced search are available. The number of search results available is indicated in brackets next to the combo entry as a tool tip.

If viewing multiple video streams and alarms are triggered on more than one camera, jump to actions mirror the order of alarms in the journal.

Procedure 11-10
Jump to Next/Previous Alerts

Step	Action
1	If viewing alerts, use to select the alert type. The following steps apply to both alerts and search results.
2	Select to jump to next alert or search result.
3	Select to jump to previous alert or search result.

- End -

Clips

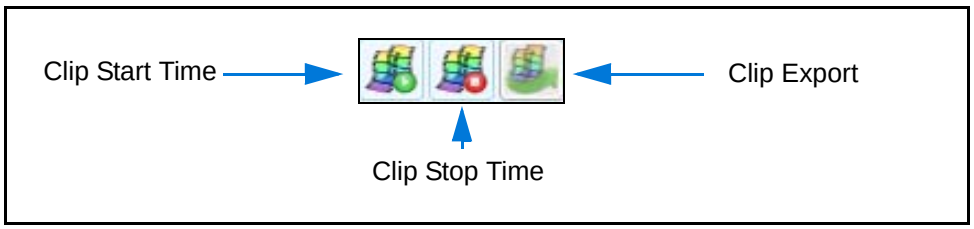
12

Introduction

Clip Creation

Using the Clip Creation feature you can define start and end times for video clips from within any surveillance view. When start and end times are defined you can then choose to export or save the clip.

Clip Creation tools are available in all surveillance views as follows:



Clip Saving

Clips can be created and saved from any surveillance view where the clip creation tools are displayed including the Search and Retrieve results list and the Event Viewer. For further information refer to Procedure 11-8 Save a clip found using Search and Retrieve. Clips are saved to dedicated clips folders either locally or remotely.

Note

Local and Remote clip saving locations can be set/changed from ‘System Values’. Refer to Procedure 34-3 Change Clip Saving Location.

Clip Export

Using the Clip Export feature you can export clips directly from Surveillance windows within Live display, Instant Playback, Event Viewer, Salvos, Tours and Investigator modes.

Start and end times for video segments are defined from within the surveillance view and clips can then exported from the client.

Note

Direct Clip export is supported on HDVR units in Live mode only. It is not supported in Selected Live or Instant Playback modes.

Create and Save a Clip

You can use clip creation tools to create clips from any surveillance window. Clips can then be saved to predefined local or remote saving locations.

Procedure 12-1
Create and Save a Clip

Step	Action
1	Select the video pane(s) from which to create the clip.
2	Navigate to the start of the segment of video from where the clip is to start.
3	Select . This is the Start time of the video clip being created.
4	Select when the video stream reaches the end time of the clip being created. This is the End Time for the clip.
5	Select . **Direct Clip Action** dialog displays showing Time Range, Recorder Name and Camera Name Summary of the clip.
6	If required, select to remove camera views.
7	Select **Save**. Saving Location and Clip folder options display.
8	Double click the **Clip Name** textbox to Edit the Clip Name.
9	Select Saving Location; Either **Remote Location** or **victor unified client**.
10	Select the Clip Folder to which the clip is to be saved.

Note

If the clip is from a VideoEdge NVR recorder or HDVR recorder, you will be prompted to enter a passphrase for validation purposes. Enter and confirm the Passphrase and select **OK**.

11 Select Save. Dialog displays informing Save is complete.

- End -

Create and Export a Clip

You can use clip creation tools to create clips from any surveillance window. Clips can then be saved to predefined local or remote saving locations or exported to external media.

When exporting, you have the option to export **victor player** to external media along with the clip. victor player is required to play the clip in .IMG and .ISO formats. Clips may also be exported in non native .AVI format to allow the video to be played in a wider range of applications.

Procedure 12-2
Create and Export a Clip

Step	Action
1	Select the video pane(s) from which to create the clip.
2	Navigate to the start of the segment of video from where the clip is to start.
3	Select , the icon depresses. This is the Start time of the video clip being created.
4	Select , the icon depresses, when the video stream reaches the end time of the clip being created. This is the End Time for the clip.
5	Select . **Direct Clip Action** dialog displays showing Time Range, Recorder Name and Camera Name Summary of the clip.From live video mode (Surveillance), select a video pane.
6	If required, select to remove camera views.
7	Select **Export**. **Direct Clip Action** dialog displays.
8	Select Export Location(s)

Note

Clips can be exported to more than one location.

- **a** Select the **Export Location(s)** textbox. Add and Select Export location buttons display.
- **b** Use to add more export locations.
- **c** Use to select the export location.
- **d** Use to remove an export location.

9	Select **Download Audio** if audio is available and required.
10	Select **Export victorPlayer** checkbox if the clip is to be exported in a native format and victorPlayer is required to play the clip on another machine.

11 Select format from the **Export as** drop down menu. Select from the following formats:

- **.AVI/MP4**
- **Native (.IMG/.ISO)**

12 Select **Export**. The **Direct Clip Action** dialog displays informing export progress.

13 Select **Finish**. Clip is now exported.

Note

If the clip is from a VideoEdge NVR recorder or HDVR recorder, you will be prompted to enter a passphrase for validation purposes. Enter and confirm the Passphrase and select **OK**.

- End -

Export a Saved Clip

As well as saving a clip and exporting as part of the same process, you can export a previously saved clip directly from the clips folder.

Video clips are exported in Native format by default. Clips saved from an NVR recorder have the native format .ISO, clips from Intellex recorders have the native format .IMG and clips saved from a HDVR recorder have the native format .AVI.

As part of the export procedure, you have the option of exporting **victor player** along with the clip. victor player is required to play the clip in .IMG, .ISO and .ZIP formats. Clips may also be exported in non native .AVI format to allow the video to be played in a wider range of applications.

It is recommended that exported clips are no longer than 2 hours in duration.

Procedure 12-3
Export a Saved Clip

Step	Action
1	Select **Clips** from the Home tab.
2	Select **Show All**. Clip folders are displayed.
3	Expand the required Clip Folder.
4	Right click the clip to export.
5	Select **Export Clips**. **Direct Clip Action** dialog displays.

6 Select Export Location(s)

Note

Clips can be exported to more than one location.

a Select the **Export Location(s)** textbox. Add and Select Export location buttons display.

b Use to add more export locations.

c Use to select the browse for export location.

d Use to remove an export location.

7 Select **Download Audio** if audio is available and required.

8 Select **Export victorPlayer** checkbox if the clip is to be exported in a native format and victorPlayer is required to play the clip on another machine.

9 Select format from the **Export as** drop down menu. Select from the following formats:

- **.AVI/MP4**
- **Native (.IMG/.ISO)**

10 Select **Export**. The **Direct Clip Action** dialog displays informing export progress.

11 Select **Finish**. Clip is now exported.

Note

If the clip is from a VideoEdge NVR recorder or HDVR recorder, you will be prompted to enter a passphrase for validation purposes. Enter and confirm the Passphrase and select **OK**.

- End -

Organize Clips Folder

You can create one or more clip folders to organize the clips storage. This allows you to group clips associated with an event in an appropriately named folder.

Procedure 12-4
Organize Clips Folder

Step	Action
1	Select **Clips** from the Home tab.
2	Select **Show all** from the drop down menu. Clips windows displays in device list tab group.
3	The following right click options are available: • Refresh • Rename • Delete • Export • New

- End -

Verify Clip Authenticity

You can check whether an exported clip is authentic by using the Verify feature. The clip is checked to ensure it has not been tampered with.

Note

Only exported clips can be verified. Locally saved clips cannot be verified.

Verify Clip Authenticity

Procedure 12-5
Verify Clip Authenticity

Step	Action
1	Select **Clips** from the Home tab.
2	Select **Verify** from the drop down menu. Navigation box displays.

3 Browse to the clip to be validated.

4 Select the clip to be verified. Clip highlights.

5 Select **Open**.

6 If required, enter the passphrase associated with the clip.

Note

If the clip is from an VideoEdge NVR or HDVR recorder, you will be prompted to enter the passphrase entered at the time the clip was created.

7 **Clip Validator** displays to confirm whether the clip is valid.

- End -

View a previously saved Video Clip

You can view previously saved clips.

Procedure 12-6
View a previously saved Video Clip

Step	Action
1	Select **Clips** from the Home tab.
2	Select **Show all** from the drop down menu. Clip folders are displayed.
3	Expand the required Clip Folder.
4	Right Click the Clip to be played.
5	Select **Playback Clips**.The clip displays in a new window.
6	Select to enable audio.
7	Refer to Figure 8-2 Playback Controls for Recorded Video to navigate the clip.

- End -

Delete a saved Video Clip

You can delete saved video clips which are no longer required.

Procedure 12-7
Delete a saved Video Clip

Step	Action
1	Select **Clips** from the Home tab.
2	Select **Show All** from the drop down menu. Clip folders are displayed
3	Expand the required Clip Folder.
4	Right click on the clip to be deleted.
5	Select **Delete Clip**. A warning dialog box displays. Select **Yes** to delete the clip or **No** to cancel.

- End -

Events

13

Introduction

Creating and implementing a system event allows you to detect, monitor and record specific activities on the system.

A typical use may be to alert a user of motion detection on a camera covering a sensitive area.

To cover this scenario, an event could be configured to alert the user visually by displaying associated video, to display a map of the area the event was triggered (including alarming camera) and to send a prioritized message requiring acknowledgement that motion has been detected.

Type of Events

There are three main types of events which can be configured for the client.

Sensor Events

These events, when triggered initiate pre-defined display actions such as video salvos, presets or display map actions. For example, this type of event can be used when a trigger has been setup for motion detection on a camera. When the event is triggered it will then display the video action and display relevant information in the event viewer entry.

When Creating a typical Video/Sensor Event, the following general steps are followed:

1 Add a Trigger to the sensor device (Set Motion detection on camera at recorder side)

2 Create the required video action to be executed when the event is triggered (Salvo/Preset etc)

3 Create the Event

4 Associate the Video Action from step 2 to the Event

5 Associate the Event with the Trigger

Health Event

This type of event does not normally use a Video Action, instead it may alert the user to the problem and display the relevant instructions in the event viewer. For example, this type of event can be used with an Offline trigger on a recorder. It would not be necessary to display video (Video Action) but it would be essential to be made aware of the offline status in the event viewer.

Events with General Purpose Interface Actions

Using the Event Editor, you can create victor events with are tied to General Purpose Interface Actions which can then be linked to a General Purpose Device.

To configure this type of event, you need to select both a specific General Purpose Device and a specific General Purpose Action. This is so that when the event triggers, victor sends the outgoing message configured for the selected General Purpose Action to the selected Device.

For more information on the General Purpose Interface refer to General Purpose Interface.

Event Templates

A number of event templates are predefined within victor. These templates can be edited and used if required when configuring events.

Predefined Log Messages

Predefined Log Messages can be created which allow you to select from a list of pre-defined messages for an event or acknowledging or clearing an event without having to type the contents of the message.

Event Priority Window

The Event Priority Window is a surveillance window which is used to view Camera Call up Actions associated with Events. It is easily distinguishable from a standard surveillance window as it has a red border.

It is a 2X2 configuration. The highest priority event footage is displayed in the top left pane of the Event Priority Window, second highest in the top right, third highest in bottom left and lowest bottom right.

New events which have a higher priority than those already displayed on the Priority window will bump lower priority. This can lead to a video stream dropping off the window if four others have higher priority.

Video streams cannot be dragged onto the Event priority Window.

The Event Priority Window must be open when the event triggers in order to view the camera call up.

Acknowledge and Clear Options

You can customise how individual events are configured with regard to Acknowledge and Clear options which are assigned to event properties. Options are as follows:

- **Require log message to be entered when acknowledge**. If checked, this prompts the user to enter a log a message every time they acknowledge an event. Default is false. Refer to Procedure 13-24 Create Predefined Log Message.
- **Required log message to be entered when Cleared**. If checked, this prompts the user to enter a log a message every time they clear an event. Default is false. Refer to Procedure 13-24 Create Predefined Log Message.
- **User name and password required to acknowledge**. If checked, this forces the user to enter their credentials to acknowledge an event. Default is false.

Note

1. These credentials could be from any user that has permission to acknowledge the corresponding event.
2. Windows account credentials are used in place of victor operator settings.

- **User name and password required to clear**. If checked, this forces the user to enter their credentials to clear an event. Default is false.

Note

These credentials could be from any user that has permission to acknowledge the corresponding event.

Log Message Prompt

If the event being acknowledged or cleared requires a log message to be attached, the log message prompt is displayed. This prompt allows the user to either enter a regular text message (max 3000 characters) or select from the predefined messages already configured in the system for the culture/language that is currently logged on. User can add a total of 100 messages to log when an event is acknowledged or cleared.

Create a Salvo Video Action

Create a **Display Salvo** Video Action. This will display when the event it is associated with triggers.

Procedure 13-1
Create a Salvo Video Action

Step	Action
1	Select **Video Actions** from the Build tab.
2	Select **Display Salvo** from the drop down menu.
3	Select **New**. New Display Salvo Action tab displays.
4	Enter a name for the salvo action in the **Name** text box.
5	Enter a description for the salvo action in the **Description** text box.
6	Select a salvo: • Select choose an existing salvo. • If no suitable salvo is available select to create a new salvo. **a** Enter a name for the salvo in the **Name** text box. **b** Enter a description for the salvo in the **Description** text box in the General section. **c** Select items to be added to the salvo from the sites/recorders/tours tabs by selecting and dragging items into the salvo item pane. **d** To change the step order of the items in the salvo, select the item and select or to change the step position. **e** Select **Save and Close.** Refer to Save and Close options for more information. **f** Return to step 6.
7	Select the required salvo from the object column.
8	Select **OK** to confirm the selection or **Cancel** to exit.
9	Select and select monitor from object column.
10	Select **OK** to confirm the selection or **Cancel** to exit.
11	Select **Save**.

Refer to Save and Close options for more information.

- End -

Show all Salvo Video Actions

Display a list of all the Video Action Salvos. Refer to Object Lists for more information.

Procedure 13-2
Show all Salvo Video Actions

Step	Action
1	Select **Video Actions** from the Build tab.
2	Select **Display Salvos** from the drop down menu.
3	Select **Show all**. A new tab displays showing all configured salvos.

- End -

Edit Salvo Video Actions

Make changes to video alert actions.

Caution

Video alert actions may be attached to events.

Procedure 13-3
Edit Salvo Video Actions

Step	Action
1	Select **Video Actions** from the Build tab
2	Select **Display Salvo** from the drop down menu.
3	Select **Show all**.
4	Right click on the Video Action to be edited. Select **Edit**.
5	Make the required changes to the video action.
6	Select **Save**.

Refer to Save and Close options for more information.

- End -

Delete Salvo Video Actions

Delete video action alerts from the system.

Caution

Video action alerts may be attached to events. If you delete the salvo video action it will not run if the associated event is triggered.

Procedure 13-4
Delete Salvo Video Actions

Step	Action
1	Select **Video Actions** from the Build tab.
2	Select **Display Salvo** from the drop down menu.
3	Select **Show all**.
4	Right click the video action salvo to be deleted.
5	Select **Delete**. You will be prompted to confirm the deletion.
6	Select **Yes** to delete or **No** to cancel.

- End -

Create a Preset Video Action

When using dome cameras with existing presets you are able to create a video action for a preset which will display when the event it is associated with triggers.

Procedure 13-5
Create a Preset Video Action

Step	Action
1	Select **Video Actions** from the Build tab.
2	Select **Preset** from the drop down menu.

3 Select **New**.

4 Enter a name for the preset in the Name text box.

5 Enter a description for the preset in the Description text box.

6 Expand the Properties section.

7 Select either the Sites or Recorders tab:

- **a** Expand the folders within Sites or Recorders tab.
- **b** Select the camera to be added to the preset.
- **c** Drag the camera to the pane on the right. This will add the camera to the preset list.
- **d** Select the preset position from the Preset drop down menu.

8 Repeat step 7 to add more cameras to the preset. Select the Remove selected preset or Remove all presets buttons to remove the camera from the preset list.

9 Select **Save**.

Refer to Save and Close options for more information.

- End -

Show all Preset Video Actions

Display a list of all the Video Action Salvos. Refer to Object Lists for more information.

Procedure 13-6
Show all Preset Video Actions

Step	Action
1	Select **Video Actions** from the Build tab.
2	Select **Preset** from the drop down menu.
3	Select **Show all**. A new tab displays showing all configured presets.

- End -

Edit Preset Video Actions

Make changes to video preset actions.

Caution

Video preset actions may be attached to events.

Procedure 13-7
Edit Preset Video Actions

Step	Action
1	Select **Video Actions** from the Build tab.
2	Select **Preset** from the drop down menu.
3	Select **Show all**.
4	Right click on the Video Action to be edited. Select **Edit**.
5	Make the required changes to the video action.
6	Select **Save**. Refer to Save and Close options for more information.

- End -

Delete Preset Video Actions

Delete video preset actions from the system.

Caution

Preset video actions may be attached to events. If you delete the preset video action it will not run if the associated event is triggered.

Procedure 13-8
Delete Preset Video Actions

Step	Action
1	Select **Video Actions** from the Build tab.
2	Select **Presets** from the drop down menu.
3	Select **Show all**.
4	Right click the video action to be deleted.

5 Select **Delete**.You will be prompted to confirm the deletion.

6 Select **Yes** to delete or **No** to cancel.

- End -

Create a Display Map Action

You can create a display map action which, when associated with an event can display a map of the area in which the event was activated.

Procedure 13-9
Create a Display Map Action

Step	Action
1	Select **Display Actions** from the Build tab.
2	Select **New** from the drop down menu.
3	Enter a name for the display map action in the **Name** text box.
4	Enter a description in the **Description** text box.
5	Select a map: • Select choose an existing map. • If no suitable map is available select to create a new map. **a** Enter a name for the map in the **Name** textbox. **b** Enter a description for the map in the **Description** textbox. **c** Follow Procedure 14-1 Import a Map Image **d** Refer to Procedure 14-10 Add and Configure Object Icons **e** Select **Save** **f** Return to Step 5.
6	Select the required map from the object column.
7	Select **OK** to confirm the selection or **Cancel** to exit.
8	Select and select monitor from object column.
9	Select **OK** to confirm the selection or **Cancel** to exit.
10	Select **Save**. Refer to Save and Close options for more information.

- End -

Create a Camera Call up Video Action

Camera Call up Video Actions display on the Event Priority Window when the event it is associated with triggers. Refer to Event Priority Window for more information.

Procedure 13-10
Create a Camera Call up Video Action

Step	Action
1	Select **Video Actions** from the Build tab.
2	Select **Camera Call up** from the dropdown menu.
3	Select **New**. Camera Call up editor displays.
4	Enter a name for the call up in the **Name** textbox.
5	Enter a description for the call up in the **Description** textbox.
6	Select camera to be added from the **Sites** or **Recorders** tabs by selecting and dragging items onto the camera list.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Create an External Camera Alarm Video Action

Create a Camera User Alarm Video Action. This will display when the event it is associated with triggers.

Procedure 13-11
Create an External Camera Alarm Video Action

Step	Action
1	Select **Video Actions** from the Build tab.
2	Select **External Camera Alarm** from the drop down menu.
3	Select **New**. Camera User Alarm editor displays.
4	Enter a name for the User Alarm in the **Name** textbox.
5	Enter a description for the User Alarm in the **Description** textbox.
6	Select camera to be added from the **Sites** or **Recorders** tabs by selecting and dragging items onto the camera list.

7 Select **Save**.

Refer to Save and Close options for more information.

- End -

Create an Event

You can create and add a new event to the system.

Procedure 13-12
Create an Event

Step	Action

1 Select **Events** from the Build Tab.

2 Select **New** from the drop down menu.

3 Expand the **General** Section.

- **a** Enter a name for the event in the **Name** text box.
- **b** Enter a description for the event in the **Description** text box.
- **c** The Enabled checkbox is selected by default. To disable the event, deselect the checkbox.

4 Expand the **Properties** section.

- **a** Select the priority level of the event from the priority drop down menu. Each priority is associated with a color which is displayed in the event viewer when the event triggers:
  - **Critical**
  - **Very High**
  - **High**
  - **Medium High**
  - **Medium** (default)
  - **Medium Low**
  - **Low**
  - **Very Low**
- **b** Select the **Event Breakthrough** check box to enable or deselect to disable. The default setting is disabled. Event Breakthrough gives priority to the triggered event. This allows the event action to display and override anything else that the user is viewing.

5 Expand the **Text** Section.

- **a** Enter the **Activate Tex**t in the text box.

This text will be displayed in the Event Viewer. If you have the Activity List open this text will be displayed.

b Enter **Instructions** for the user in the text box.

These instructions will displayed when the event is triggered.

6 Expand the **Sounds** section if a sound is required for the event.

a Select the Play Sound When Active check box to enable or deselect to disable. The default setting is disabled.

b If sound is required, select , the select sound window will display. Select the .wav file and select open. The sound file is now associated with the event and it will play when the event is triggered.

c Select to remove the sound file if it is no longer required.

Note

The client will only play .wav files located in the ..:\WINDOWS\Media folder. If a custom .wav file is required, copy it to this location.

7 Expand the **Actions** section.

a Select to open the Object Selector window.

b Select the action to associate with the Event from the Object list.

Note

If a suitable action is not listed you can follow Procedure 13-1 Create a Salvo Video Action or Procedure 13-5 Create a Preset Video Action to create a new action. Other action items are available in the object selector dialog box. If you are creating a new action, first save changes to the event, create the new action then attach the action to the event.

c Select **OK** to confirm the selection or **Cancel** to exit.

8 Expand the **Acknowledge and Clear Options** section. Various options are available, select or deselect the checkboxes as required. Refer to **Acknowledge and Clear Options** for more detail.

9 Select **Save**.

Refer to Save and Close options for more information.

Note

When the event is saved, an Activate and Deactivate Event Action is automatically created by the client. For example, an event named ‘Alarm Door 7’ when saved will create event actions called ‘Activate Event Alarm Door 7 Action’ and ‘Deactivate Event Alarm Door 7 Action’. These Event Actions can then be attached to the monitoring device.

- End -

Show all Configured Events

List all events which are configured within the system. Refer to Object Lists for more information.

Procedure 13-13
Show all Configured Events

Step	Action
1	Select **Events** in the Build tab.
2	Select **Show all,** the Events tab will display listing all configured events.

- End -

Edit an Event

You can change event properties using the event editor.

Procedure 13-14
Edit an Event

Step	Action
1	Select **Events** from the Build tab.
2	Select **Show all** from the drop down menu. A list of all events will display.
3	Right click the event to be edited.
4	Select **Edit**. A new tab displays showing details of the event.
5	Edit properties as required.
6	Select **Save**. Refer to Save and Close options for more information.

- End -

Delete an Event

Events which are no longer required can be deleted from the client.

Procedure 13-15
Delete an Event

Step	Action
1	Select **Events** from the Build tab.
2	Select **Show all** from the drop down menu. A list of all events will display.
3	Right click the event to be deleted.
4	Select **Delete**. You will be prompted to confirm the deletion.

Note

Only inactive events may be deleted.

5	Select **Yes** to delete or **No** to cancel.

- End -

Associate a Video Action with an Event

Associate a video action to an event using the event editor.

Procedure 13-16
Associate a Video Action with an Event

Step	Action
1	Select **Events** from the Build tab.
2	Select **Show all** from the drop down menu. The Events tab will display all configured events.
3	Right click on the event to be edited.
4	Select **Edit**.
5	Expand the Actions section.
6	Select . The Object Selector dialog box displays.
7	Select **Action Item** from the left column. This will filter results in the right column.
8	Select the required Video Action from the right column.

9	Select **OK**.
10	Repeat steps 6 to 9 to add further Video Alerts to the Event. Select to remove the selected video action from the list.
11	Select **Save**. Refer to Save and Close options for more information.

- End -

Associate an Event action with a Trigger

Event actions are created automatically when the initial event is saved. You can then associate the event action with a trigger. Refer to the following:

- Procedure 13-17 Associate an Event Action with a Camera for details on how to associate the event with a trigger on a camera.
- Procedure 13-18 Associate an Event Action with a Device for details on how to associate the event with a trigger on a device.

Procedure 13-17
Associate an Event Action with a Camera

Step	Action
1	Select **Devices** from the Home tab. The Device List window displays.
2	Select ▷ next to Recorders in the Device List window.
3	Select the Recorder to which the camera is connected.
4	Select ▷ next to the Recorder.
5	Right click on the camera to be modified.
6	Select **Edit**.
7	Expand the Alerts section.
8	Select next to the relevant camera alert. The Object Selector dialog box displays.
9	Select **Action Item** from the left column. This will filter results in the right column.
10	Select the required event action from the right column.
11	Select **OK** to confirm the selection or **Cancel** to exit.
12	Repeat steps 8 to 11 to add further event actions to the camera alerts. Select to remove the selected event action from the camera alert.
13	Select **Save**. Refer to Save and Close options for more information.

- End -

Associate an Event Action with a Device

Procedure 13-18
Associate an Event Action with a Device

Step	Action
1	Select **Devices** from the Home tab.
2	Select next to the device type in the Device List window.
3	Right click the device to be associated with the Event Action.
4	Select **Edit**.
5	Expand the Alerts section.
6	Select next to the relevant alert type. The Object Selector dialog box displays.
7	Select ActionItem from the left column. This will filter results in the right-hand column.
8	Select the Event Action from the right column.
9	Select **OK** to confirm the section or **Cancel** to exit.
10	Repeat steps 6 to 9 to add further event actions to the device. Select to remove the selected event action from the device.
11	Select **Save**. Refer to Save and Close options for more information.

- End -o

Event Viewer

To open the **Event Viewer**, select **Event Viewer** from the **Home** tab. Figure 13-1 the **Event Viewer** tab displays listing any active or acknowledged events. A viewer is also displayed when video associated with an event is reviewed.

Note

1. When there are 2000+ events in either the **Active** or **Acknowledged** panes, paging buttons will be displayed.
2. By default, 2000 events per page will be displayed. This can be changed to 500 or 100 events per page by selecting the **Page Size** dropdown.
3. When paging buttons are displayed, **Acknowledge All** and **Clear All** buttons work on a per page basis.

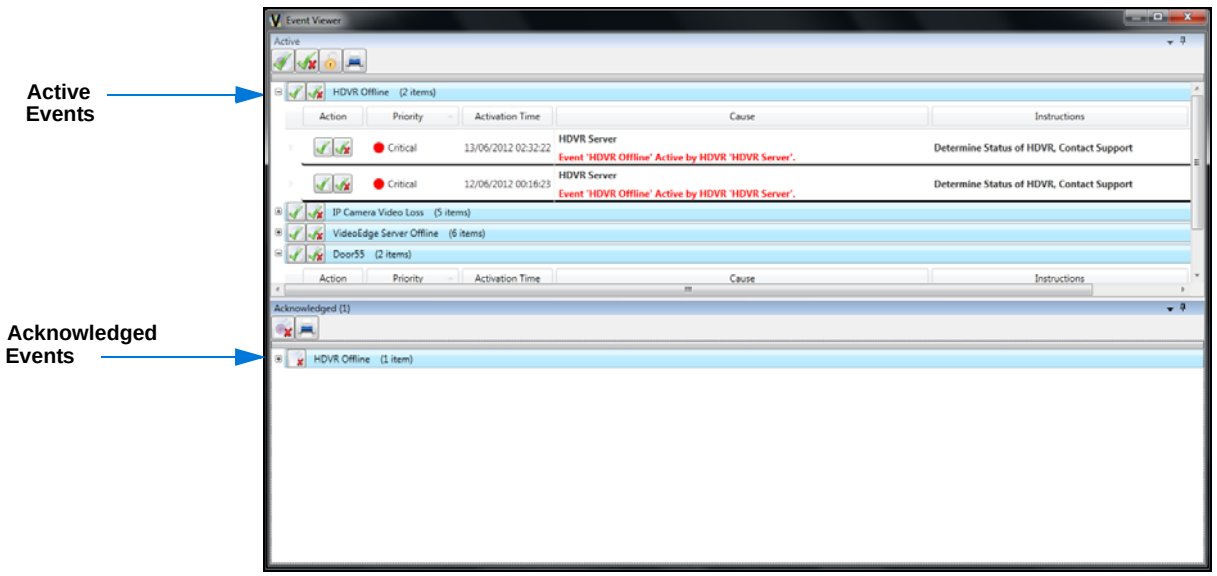


Figure 13-1 Event Viewer tab

Refer to Procedure 13-23 Acknowledge all Events for details on how to remove an event from the event viewer.

Procedure 13-19
View Video Associated with an Event

Step	Action
1	Expand event group by selecting ⊞.
2	Right click an event with associated video.

3 Select **Review**.

4 Associated video opens in the Viewer pane in Surveillance mode.

- End -

Event Viewer - Sorting and Grouping

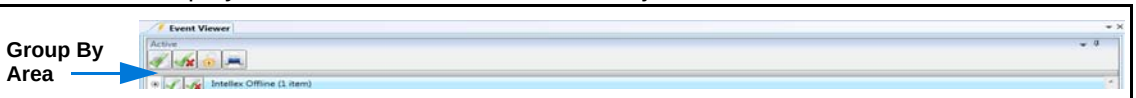
Using the grouping area of the Event Viewer, you can ‘Multi-Level Group’ on any of the columns displayed. This means you can sort groups by more than one priority.

Procedure 13-20
Event Viewer - Sorting and Grouping

Step	Action

1 Select **Event Viewer** on the Home tab. Event Viewer displays.

2 Select the **Group by Area**. Area expands enabling column headers to be dragged into it. The Group by Area is the Solid bar under the object list controls.



3 Click and drag the column header into the group area. The group area updates accordingly.

4 Multi group the items by adding more column headers.

5 Use the controls in the Group by Area to view items.

Note

By default, events are sorted by **Name**.

- End -

Event Viewer - View Associations

You can enter Association view directly from the Event Viewer. If an event is triggered by an object which has other objects associated with it, an option to ‘Review’ will display on it’s context menu. Refer to Procedure 16-3 View Associations from the Event Viewer for further information.

Manually Activate an Event

An event can be manually activated without waiting for the event conditions to be met.

Procedure 13-21
Manually Activate an Event

Step	Action
1	Select **Events** from the Build tab.
2	Select **Show all** from the drop down menu. A list of all events will display.
3	Right click on the event to be activated.
4	Select **Activate**. The event will activate and trigger any associated actions.
5	Refer to for information on how to acknowledge the event.

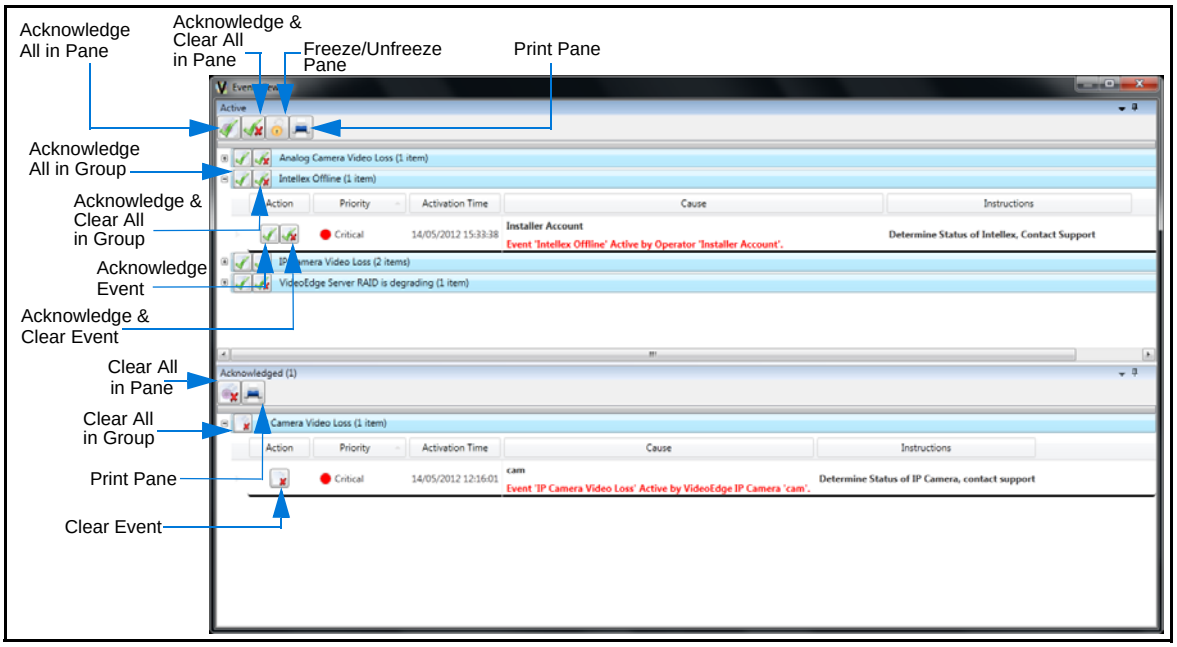
- End -

Acknowledge/Clear Events

From the Event Viewer you can acknowledge and/or clear events individually or collectively by group. Depending on event settings, you may be prompted for a username and password when clearing events.

When an event is acknowledged, it is removed from the Active pane and is added to the Acknowledged pane for further review.

Actions related to various buttons on the Event Viewer are detailed below.



Procedure 13-22
Acknowledge/Clear Events

Step	Action
1	Select **Event Viewer** from the Home tab. The Event Viewer displays showing all active events.
2	Locate and select the Event in the Active pane of the Event Viewer.
3	Select . This will remove the event from the Active pane and move it to the Acknowledged pane.
4	Locate and select the Event in the **Acknowledged** pane.
5	Select . The event is removed from the Acknowledged pane.

Note

You can perform the Acknowledge and Clear actions with one click by selecting in the Active pane (you may be prompted for a Username and Password, depending on event settings.)

- End -

Acknowledge all Events

You can acknowledge all events with one click within the event viewer.

Procedure 13-23
Acknowledge all Events

Step	Action
1	Select **Event Viewer** from the Home tab.
2	Select from the top level of the Active pane to acknowledge all listed events. A dialog box displays asking 'Do you really want to Acknowledge all these alerts?'
3	Select **Yes** to acknowledge or **No** to cancel.

Note

1. You can perform the Acknowledge and Clear actions with one click by selecting in the Active pane (you may be prompted for a Username and Password, depending on event settings.)
2. You can clear all acknowledged events by selecting in the Acknowledged Pane.

- End -

Create Predefined Log Message

Predefined Log Messages can be created which allow you to log journal messages to acknowledge or clear events without having to type the contents of the message.

Predefined log messages can also be directly selected from the Log General Message

Messages can have different label and message text values for each language supported by victor so all messages required for multiple languages can be created from one editor.

Label and Message fields are mandatory for each message. Labels can be up to 100 characters in length and Messages up to 3000.

All installed languages will be loaded in a list from which the language for each predefined message is selected.

Only messages created for the current language will be available when logging a general message. To log a message in a different language, you must switch language in victor client.

Procedure 13-24
Create Predefined Log Message

Step	Action
1	Select **Predefined Message Log** from the Build tab.
2	Select **New** from the dropdown menu. New Predefined Message Editor displays.
3	Select the **Language** dropdown.
4	Select the language in which the message is to be displayed.
5	Double click the Label textbox.
6	Enter Label text as required.
7	Double click the Message textbox.
8	Enter message text as required.
9	Select to add additional messages or to remove selected messages.
10	Select **Save**. Refer to Save and Close options for more information.

- End -

Edit Log Messages

Message Language, label and message text can be changed using the predefined Message Log editor.

Procedure 13-25
Edit Log Messages

Step	Action
1	Select **Predefined Message Log** from the Build tab.
2	Select **Show All** from the dropdown menu.
3	Right click the message to be edited.
4	Select **Edit**. Predefined Message Log editor displays.
5	Change Language, Label text and Message text as required.
6	Select **Save**.

Refer to Save and Close options for more information.

- End -

Delete Log Messages

Predefined Log Messages which are no longer required can be deleted from the system.

Procedure 13-26
Delete Log Messages

Step	Action
1	Select **Predefined Message Log** from the Build tab.
2	Select **Show All** from the dropdown menu.
3	Right click the message to be deleted.
4	Select **Delete**. **Really Delete the specified object** dialog displays.
5	Select **Yes** to delete or **No** to cancel.

- End -

Maps

Introduction

You can import image files into victor which can be used as visual representations of your facility (Maps). victor objects can be added to maps as icons to form an integrated, unified view allowing you to monitor object states and locations within your environment.

On screen (victor) objects viewed via the Map feature are tied to the data fields linked directly to actual data objects within victor so right clicking on map objects in view mode displays that objects standard context menu to enable further interaction.

Pan and Zoom is available on map images. The Pan and Zoom setting can be retained when editing the image if ‘Fill on Load’ is not selected in the map’s properties.

Maps can be configured to automatically open on a predefined monitor when an associated Event is activated.

A typical use case for Maps:

A guard needs to have a visual representation of a camera in the corner of a room but also needs to see where the room is in relation to an entire floor of a building. This could be achieved by following these steps:

1 Select the image file which offers the best representation of the building and locate the room in question.

2 Import the image file into victor.

3 Select the camera icon from the integrated icon selector.

4 Drag and move the conjugated image until it is positioned over the corner of the room, and align as necessary.

5 Drop it on the map.

6 Link the icon to an actual camera data point already associated with a recorder and available in victor.

7 Repeat for the rest of the data points to achieve a real-time visualization of the entire floor.

File Types/Layers

Forming the backdrop of integrated maps are image files. Supported file types are:

- **Vector file types**: *.dwg *.dxf *
- **Raster file types**: *.png *.jpg *

Note

1. victor automatically converts vector file types to .jpg and stores them in the database.
2. Layers: Only CAD layers visible at the time of import are visible within the image in victor. However, once imported, new layers can be added to the converted CAD file. Objects can be placed on any of these layers. The actual CAD layers do not exist in victor, only a visual representation of them, this means users cannot restore a CAD file from the image within victor.
3. Map image files can be updated without disassociating the icons which were previously placed on the map.
4. victor will support image files up to 20MB.

Map Icons (Icons)

Map Icons are graphics placed on maps which represent objects within victor.

Objects capable of alert states such as Cameras with User Alarm, Video Loss, Motion Detection, etc. when represented on a map, will be able to annunciate this alert state through animation.

Each of these objects has an associated text property which funnels dynamic text to a caption box linked to the object. The caption box displays journal messages originating from the alert.

Map icons also support the ‘Find on Map’ feature which is triggered from the context menu of the object. This feature displays a map window within the client highlighting the objects location. If multiple maps contain the same object, a tab opens for each instance.

Right clicking on map objects displays that objects standard context menu to enable further interaction.

Note

Each map can support up to 10,000 object icons.

Import a Map Image

You can import an image file into victor to be used as a basis for creating a visual representation of an area of interest. After importing a map, you can drag configuration objects into it to create a unified view of objects and environment.

Note

This procedure describes importing an image file to use as a basis for a map, you can also create a map without importing an image file by adding objects to a blank layer.

Procedure 14-1
Import a Map Image

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **New** from the drop down menu. **New Map** Editor displays.
3	Enter a name for the map in the **Name** textbox.
4	Enter a description for the map in the **Description** textbox.

Note

The Enabled checkbox is selected by default. To deactivate the Map, deselect the checkbox.

5	Select . **Select CAD File** dialog displays.
6	Select to navigate to the required image file. **Open** Dialog displays.
7	Navigate to the location of the required image file.
8	Select the image file.
9	Select **Open**. The selected image file previews in the **Select CAD File** dialog.

Note

1. If the image file has multiple layers, you can choose which layers to import by selecting the Layers button and selecting or deselecting layers as required.
2. Importing of .dwg and .dxf file types is not supported when using remote desktop.

10	Select **Import**. Map imports into **New Map** Editor.
11	Select **Save**. Refer to Save and Close options for more information.

- End -

View a Map

You can access maps in view mode from the home toolbar.

Procedure 14-2
View a Map

Step	Action
1	Select **Maps** from the **Home** tab. A list of available maps displays.
2	Select Required Map from the dropdown list. Map opens in View mode.

- End -

Edit a Map - General

General properties of a map can be changed via the map editor.

For more map editing options refer to:

- Procedure 14-4 Add a Layer to a Map
- Procedure 14-5 Remove a Layer from a Map
- Procedure 14-6 Setting the Active Map Layer
- Procedure 14-7 Enable/Disable Hover Mode

Note

If edits are made to a map which is already open in view mode, the toolbar of the open map highlights red and a tool tip displays indicating that a change has been made. The tooltip advises that the map should be closed and reopened to view the updated map.

Procedure 14-3
Edit a Map - General

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Change Name, Description and Enabled/Disabled in the General section, as required.

6 Select **Save**.

Refer to Save and Close options for more information.

- End -

Add a Layer to a Map

You can add new layers to a map. Different layers can contain different icons, this allows different object types to be displayed or hidden when editing a map depending on which layers are selected.

When editing a map by adding multiple layers to a map, you can more easily control the positioning of object icons. For example, you can create a layer for cameras only, a different layer showing recorders and another for operators.

Procedure 14-4
Add a Layer to a Map

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Select . Layers editor opens.
6	Select **Add**.
7	Select **Show in Map** checkbox if the layer is to be made visible when editing the map. Layer name can be edited if required.
8	Repeat as required.
9	Select **OK**.
10	Select **Save** Refer to Save and Close options for more information.

- End -

Remove a Layer from a Map

Layers which are no longer required can be removed from maps.

Procedure 14-5
Remove a Layer from a Map

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Select . Layers editor opens.
6	Select the layer to be removed. Selected layer highlights blue.
7	Select **Remove**. The **Remove Layer** confirmation dialog opens.
8	Select **Yes**.
9	Repeat for subsequent layers to be removed.
10	Select **OK**.
11	Select **Save**. Refer to Save and Close options for more information.

- End -

Setting the Active Map Layer

Each map layer can be edited and configured separately, so setting the active map layer allows you to control which layer of a map you are configuring.

Procedure 14-6
Setting the Active Map Layer

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Select **Active Layer** dropdown menu. All Layers are listed.
6	Select the layer to be made active from the dropdown list. Now, any objects added to the map are added to that layer only.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Enable/Disable Hover Mode

Using Hover Mode, you can hover over any object icon which has a ‘view’ mode and the associated viewer will display in a popup window E.G hovering over a video camera icon will popup a surveillance window.

Procedure 14-7
Enable/Disable Hover Mode

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Select ‘**Hover**’ checkbox to enable the feature or deselect to disable.

- End -

Show/Hide Map Layers

You can control which layers are visible when the map is edited by hiding and showing different layers.

Procedure 14-8
Show/Hide Map Layers

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Select . **Layers** editor opens.
6	Select or Deselect the **Show in Map** checkboxes as required for each layer.
7	Select **OK**.
8	Select **Save**. Refer to Save and Close options for more information.

- End -

Map Controls

When viewing maps, you can move the map around, control zoom level and view object details.

Procedure 14-9
Map Controls

Step	Action
1	To Control Zoom Level: **a** Click on the area of the map to zoom.

b Scroll mouse wheel Up to Zoom in, Down to zoom out. Zoom level is indicated as a percentage in the top left of the window.

Note

1. As an alternative to using mouse scrolling, you can use the Zoom control slider.
2. When in View mode, you can use 'shift-key'/left-mouse-button to draw a rectangle around a region to be zoomed. Then when you release the button, the region will zoom into view.

c Select **Fill** to centre map to optimal fit for the window.

2 To move the Map:

a In Zoomed mode, click and drag a point on the map to move the map in the direction of the drag.

3 To Centre the Map:

a In zoomed mode, double click the point which the map is to be centred. The Image centres on that point.

b Select **Save**.

Refer to Save and Close options for more information.

- End -

Add and Configure Object Icons

You can add an icon representing a victor object to a map. Objects can be resized, rotated and repositioned on the map after being added.

You can configure various properties of icons including:

Table 14-1 Icon Editor

Property	Mandatory / Optional	Description
Assign Data Object	Mandatory	Links the map icon to a victor object
Assign Left Click Action	Optional	Configures what action is executed upon left clicking the icon in View Mode.
Assign Images	Optional	How an icon visually communicates state changes in view mode.
Assign Dynamic Text	Optional	Dynamic text is displayed according to the object property selected, is visible in View mode and changes in real time to match the property's value. Can be set up to show journal messages relating to objects.
Assign Alerts	Optional	Alerts are assigned to icons to control how they visually communicate alerts in view mode.

Procedure 14-10
Add and Configure Object Icons

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Select . **Icon Selector** editor displays.
6	Double click the icon type which matches the object to be added to the map. The Icon displays centred on the Map.
7	To Position the Icon: **a** Select the Icon using the 'Hand' cursor. **b** Drag and drop the Icon to the required position. **c** Right click on the Icon and select **Drop on map**. **d** The **Icon Editor** opens. Refer to Steps 11-17 to use the **Icon Editor**.
8	To Orientate the Icon: **a** Select and Hold the Icon using the 'Scroll Origin' cursor. **b** Move the mouse clockwise or counter clockwise to orientate the Icon. **c** Release when correctly orientated.
9	To Resize the Icon: **a** Select the Icon using the Hand cursor. **b** Scroll Up to increase the Icon's size or down to decrease. **c** Release when correctly resized.
10	To Resize the icon's ellipse: (Size of icon's highlight area used in the Show Objects feature) **a** Select the Icon using the Hand cursor. **b** Move the cursor until the symbol displays. **c** Scroll up to increase the size of the ellipse or down to decrease.

Note

Steps 1-10 describe how to add and position an icon on a map, steps 11-17 describe how to configure the icon. You cannot save an icon on a map without at least associating it with a victor object (step 11).

11	**Assign Data Object** (Mandatory - every map icon must be associated to a victor object) **a** Right Click the Map Icon. **b** Select **Edit**. Icon Editor displays.

c Select **Select Object** in the **Assign data object** section**. Object Selector** dialog displays.

d Select the object to be associated with the icon.

e Select **OK**.

12 **Assign Left click Action** (Optional - Default is no action):
Left click actions can be configured to execute different actions depending upon the objects standard context menu.

a Select . Objects standard context menu displays

b Select the action to be executed from a left click in map view mode or select **Reset** to assign default (No action).

c Select **OK**.

13 **Assign Images** (Optional):
Icons can be configured to visually change to reflect state changes in the objects they represent.

a Select **Annunciation** in the **Assign Images** section. Dropdown list displays.

b Select from: **Show** or **Hide** for each image - available images will vary according to object type.

c Check **Include Icon Shadow** if required.

d Select **OK**.

14 **Assign Dynamic Text** (Optional):
Dynamic text can be assigned to an icon. The text is displayed according to the object property selected, is visible in View mode and changes in real time to match the property's value.

a Select **Show Dynamic Text** checkbox in the **Assign Dynamic Text** section of the **Icon Editor** if you require it to be shown.

b Select a font size from the **Font Size** dropdown list.

c Select the Property of the object to be used for dynamic text from the **Property** dropdown list.

d Select **Include Journal Messages** checkbox to include the journal messages in dynamic text. Deselect if this is not required.

e Select **OK**.

15 **Assign Alerts** (Optional):
You can assign alerts to icons to control how they visually communicate alerts in view mode.

a Select the **Alert Status** as required from the **Assign Alerts** section of the **Icon Editor**. The row highlights.

b Select **Annunciation**.

Note

If alerts are configured then it is recommended the annunciation for Normal alert status should be set to Annunciation = Solid, Color = None

c Select the animation type to be assigned to the icons alert.

d Select **Color**.

e Select the color to be assigned to the annunciation.

f Select preview to preview your selection.

g Repeat steps a-f for each alert status required.

16 Select **OK**.

17 Select **Save.**

Refer to Save and Close options for more information.

Note

You can quickly create multiple icons of the same type by Right clicking on an icon and selecting 'copy' when in edit mode. This creates an exact copy of the icon - the only setting required to be changed is the target.

- End -

Edit Object Icons

Using the Icon Editor, you can change many properties of map icons:

You can edit Icon properties to move their position on the map and change configuration properties. Refer to Procedure - Reposition an Icon.

Data objects associated with map icons can be changed without assigning new icons. Refer to

You can assign different left click actions to be executed depending upon the objects native context menu options. Refer to

Icons can be configured to visually change to reflect state changes in the objects they represent. Refer to Procedure - Assign States to an Icon.

Dynamic text can be assigned to an icon. The text is displayed according to the object property selected, is visible in Show Object mode and changes in real time to match the property's value. Journal messages can be selected/deselected. Refer to

You can assign alerts to icons to control how they visually communicate alerts in view mode. Refer to .

Hovering on an icon displays details relating to its size, on screen position, scale and datatype on the map status bar.

Reposition an Icon

You can edit Icon properties to move their position on the map and change configuration properties.

Procedure 14-11
Reposition an Icon

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	To Reposition the Icon: **a** Select the Icon using the 'Hand' cursor. **b** Drag and drop the Icon to the required position. **c** Release when positioned correctly.
6	To Reorientate the Icon: **a** Select and Hold the Icon using the 'Scroll Origin' cursor. **b** Move the mouse clockwise or counter clockwise to orientate the Icon. **c** Release when correctly orientated.
7	To Resize the Icon: **a** Select the Icon using the Hand cursor. **b** Scroll Up to increase the Icon's size or down to decrease.
8	Release when correctly resized.
9	To Resize the icon's ellipse: (Size of icon's highlight area used in the show Objects feature) **a** Select the Icon using the Hand cursor. **b** Move the cursor until the symbol displays. **c** Scroll up to increase the size of the ellipse or down to decrease.
10	Select **Save**. Refer to Save and Close options for more information.

- End -

Change Data Object associated with an Icon

Data objects associated with map icons can be changed without assigning new icons.

Procedure 14-12
Change Data Object associated with an Icon

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click the map icon to be edited.
6	Select **Edit. Icon Editor** opens.
7	Select **Select Object** in the **Assign data object** section**. Object Selector** dialog displays.
8	Select the object to be associated with the icon.
9	Select **OK**.
10	Select **OK**.
11	Select **Save**. Refer to Save and Close options for more information.

- End -

Change Icon Target

You can change the object associated with an icon.

Procedure 14-13
Change Icon Target

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click the required object.

6 Select **Change Target.** Object Selector opens.

7 Select the object to be associated with the icon.

8 Select OK

9 Select **Save**.

Refer to Save and Close options for more information.

- End -

Configure the left click action for an Icon

You can assign different left click actions to be executed depending upon the object's native context menu options.

Procedure 14-14
Configure the left click action for an Icon

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click the map icon to be edited.
6	Select **Edit. Icon Editor** opens.
7	Select ... in the **Assign Left Click Action** section. Object's standard context menu displays
8	Select the action to be executed. The action displays in the **Assign Left Click Action** textbox.
9	Select **OK**.
10	Select **Save**. Refer to Save and Close options for more information.

- End -

Assign Images to an Icon

Icons can be configured to visually change to reflect state changes in the objects they represent.

Procedure 14-15
Assign States to an Icon

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click the map icon to be edited.
6	Select **Edit. Icon Editor** opens.
7	Select **Annunciation** in the **Assign Images** section. Dropdown list displays.
8	Select from: **Show** or **Hide** for each state - available states will vary according to object type.
9	Check **Include Icon Shadow** if required.
10	Use the **Preview** button to check your selection.
11	Select **OK**.
12	Select **Save**. Refer to Save and Close options for more information.

- End -

Assign Dynamic Text to an Icon

Dynamic text can be assigned to an icon.

Dynamic text can display journal messages relating to the object as well as property changes.

The text is displayed in View mode and changes in real time to match the property's value.

Procedure 14-16
Assign Dynamic Text to an Icon

Step	Action
1	Select **Maps** from the **Build** tab.

2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click the map icon to be edited.
6	Select **Edit. Icon Editor** opens.
7	Select the **Show Dynamic Text** checkbox in the **Assign Dynamic Text** section.
8	Select a font size from the **Font Size** dropdown list.
9	Select the Property of the object to be used for dynamic text from the **Property** dropdown list.
10	Select **Include Journal Messages** to include the journal messages in dynamic text. Deselect if this is not required.
11	Use the **Preview** button to check your selection.
12	Select **OK**.
13	Select **Save**.
	Refer to Save and Close options for more information.

- End -

Assign Alerts to an Icon

You can assign alerts to icons to control how they visually communicate alerts in view mode.

Procedure 14-17
Assign Alerts to an Icon

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right click the map icon to be edited.
6	Select **Edit. Icon Editor** opens.
7	Select the **Alert Status** as required from the **Assign Alerts** section of the Icon Editor. The row highlights.

8 Select **Annunciation**.

Note

If alerts are configured then it is recommended the annunciation for Normal alert status should be set to Annunciation = Solid, Color = None

9 Select the animation type to be assigned to the icons alert.

10 Select **Color**.

11 Select the color to be assigned to the annunciation.

12 Select preview to preview your selection.

13 Repeat steps 8-11 for each alert status required.

14 Select **OK**.

Refer to Save and Close options for more information.

- End -

Remove an Object Icon from a Map

Objects which are no longer required can be removed from maps.

Note

This procedure will not delete the object from site manager.

Procedure 14-18
Remove an Object Icon from a map

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right click the map to be edited.
4	Select **Edit**. Map editor opens.
5	Right Click on the Icon to be removed.
6	Select **Remove from map**.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Show all Objects on a Map

Using the Show Objects feature, you can highlight all objects on a map with a single click. When activated, each object Icon is highlighted in purple and the object's name, type and layer is displayed when hovering over the icon. This feature works in both edit and view modes.

To change how icons display on maps, refer to:

- Procedure - Reposition an Icon
- Procedure - Assign States to an Icon

Note

The Show Object feature overrides Hover mode, so when Show All is turned on, the icons normal hover mode behavior is absent.

Procedure 14-19
Show all Objects on a Map

Step	Action
1	Select from either edit or view mode. Each object icon is highlighted in purple and the object's name, type and layer is displayed when hovering over the icon

- End -

Create a Display Map Action

You can create a display map action which, when associated with an event can display a map of the area in which the event was activated.

Refer to Procedure 13-9 Create a Display Map Action for details on how to create Map actions.

Find on Map

If an object is configured as part of a map, you can use the object's right click menu to Find the object on a map(s). Any maps in which the object is configured will open.

Procedure 14-20
Find on Map

Step	Action
1	Right Click the object. If the Find on Map feature is available it will be listed.
2	Select **Find on Map**. Map(s) open displaying the location of the object.

- End -

Delete a Map

Maps which are no longer required can be deleted from the system.

Procedure 14-21
Delete a Map

Step	Action
1	Select **Maps** from the **Build** tab.
2	Select **Show All**.
3	Right Click the map to be deleted.
4	Select **Delete**.
5	Are you Sure dialog displays.
6	Select **Yes** to delete or **No** to cancel.

- End -

Integration

Introduction

Overview

Various Third Party Add-ons can be integrated with victor site manager enabling client-side Event Management across Video, Access Control and associated third party products which are integrated into either victor or C·Cure 9000 (i.e. Fire, Intrusion, Building [Elevator], Intercom, video, Access etc.)

As well as C·Cure Integration, victor also extends event management support to:

- Surgard Receivers - Standard
- Bosch Receivers - Licensable
- DSC (Intrusion Alarm panels) - Standard (C·Cure dependent)
- Minerva (MZX Fire Alarm panels) - Standard (C·Cure dependent)
- Simplex Grinnell (4100 Fire Detection panels) - Standard (C·Cure dependent)

Integration enables victor's standard device list to display C·Cure and Third Party objects. All objects support the victor privilege configuration and authorisation.

All actions on Integrated objects are written to victor's journal database and activity list. victor's Report feature also supports Access Control, Fire and Security modifications.

Alarms from Integration Objects can be used to trigger victor events.

victor's 'Maps' feature supports all Integration object types including actions/animations and state changes.

Licensing

Sur-gard, MZX and 4100U Integrations are standard, non-licensable features.

Bosch and C·Cure Integrations are licensable features - refer to the Installation chapter of the user manual for more details on individual feature licensing.

C·Cure 9000 Event unification requires a dealer code to enable system unification.

C·Cure Integration

Installation and Compatibility

C·Cure and victor applications may be installed on the same operating system. Installation of the applications does not require a specific order and each application may be uninstalled without affecting the other.

Refer toProcedure 2-6 Adding C·Cure Integration to standalone victor Installation (Win7) for further information on Integration installation.

victor and C·Cure integration requires the following versions:

- victor v4.2+
- C·Cure 9000 v2.1+

Starting C·Cure Services

Refer to Procedure 2-6 Adding C·Cure Integration to standalone victor Installation (Win7) if C·Cure integration has not been installed.

Successful C·Cure integration requires a number of C·Cure services to be running. C·Cure services can be started/stopped using victor's Server Configuration Application.

Procedure 15-1 Starting C·Cure Services

Step	Action
1	Double click the victor site manager icon on the desktop. The Server Configuration Application window displays.
	Note Depending upon system security settings, you may have to right click the victor site manager icon and select **Run as Administrator**.
2	Select the **Services** Tab.
3	Select **Start Service** for the required C·Cure services. Wait until **Status**: **Running** is displayed for each service.
4	Confirm that all services have changed status to running. Each service should now have **Status: Running** in green text next to them.
5	Exit the site manager application.

- End -

Supported C·Cure Objects

Refer to Appendix E: Integration

Typical victor/C·Cure Third Party deployment is illustrated below:

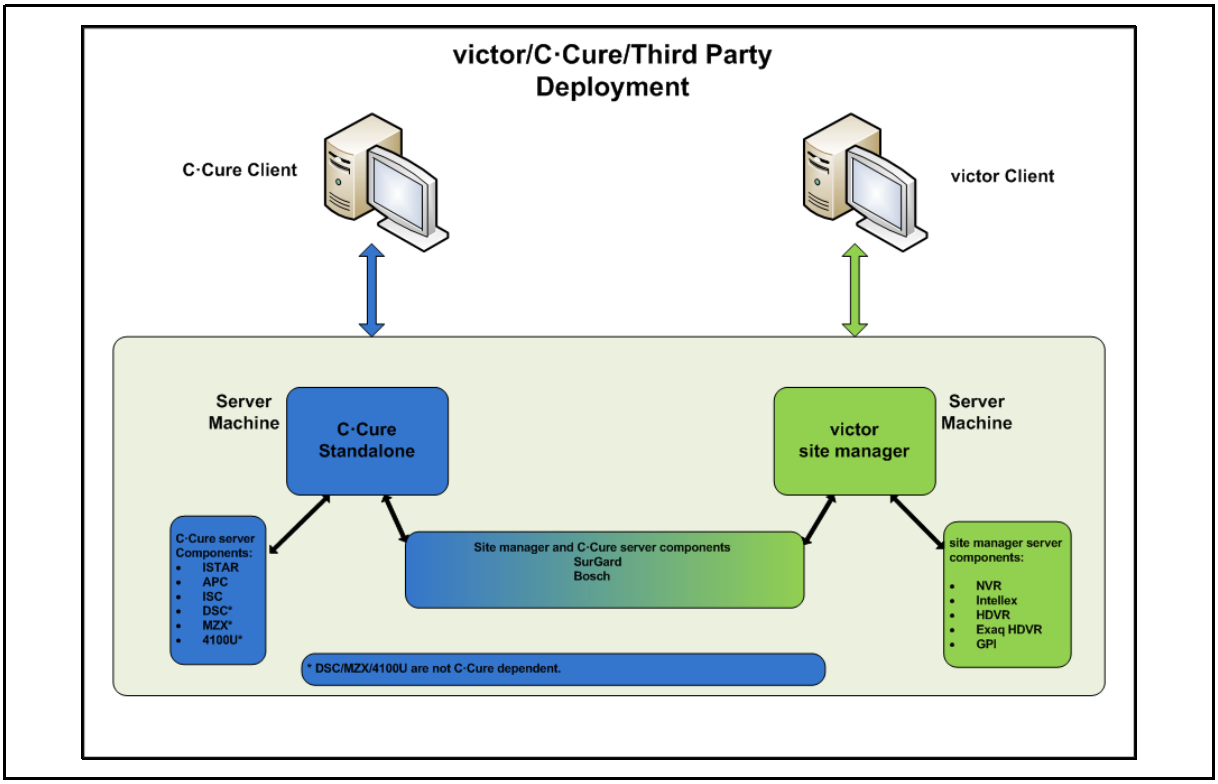


Figure 15-1 victor/C·Cure/Surgard/Bosch Deployment

Sur-Gard Receiver Integration

Sur-Gard Receiver Integration provides integration with the Sur-Gard System, allowing customers to monitor their systems using victor client.

The Sur-Gard Receiver Integration can be installed on a local computer from a shared drive over a network.

Procedure 15-2
Sur-Gard Receiver Installation

Step	Action
1	Login to the server or client with the appropriate Windows privileges.
2	Download the Setup File.
3	Run the Setup File. Welcome dialog displays.
4	Select Next.
5	Select **I accept the terms in the license agreement**.
6	Select **Next**.

Note

It is recommended to select default settings

7	Select the program features to install. If you do not want to install features, select **This feature will not be available**.
8	Repeat the procedure if you want to install the other options listed.
9	Select **Next** to continue the installation. A Database Server dialog box displays.
10	Click **Browse** to select a Database server that you want to install.
11	Select **Next**. **Ready to Install the Program** dialog box displays.
12	The **Installation Completed** dialog box displays after a few minutes.
13	Select **Finish** to complete the installation process.

Note

Before importing the Sur-Gard Receiver configuration, start the Sur-Gard Receiver Integration Server component using the Server Configuration Application.

- End -

Bosch Receiver Integration

The Bosch receiver Integration provides integration with the Bosch System, allowing customers to monitor their systems using victor client.

You can install Bosch Receiver Integration software on a local computer from a shared drive over a network.

Procedure 15-3
Bosch Receiver Installation

Step	Action
1	Login to the server or client with the appropriate Windows privileges.
2	Download the Setup File.
3	Run the Setup File. Welcome dialog displays.
4	Select Next.
5	Select **I accept the terms in the license agreement**.
6	Select **Next**.

Note

It is recommended to select default settings

7	Select the program features to install. If you do not want to install features, select **This feature will not be available**.
8	Repeat the procedure if you want to install the other options listed.
9	Select **Next** to continue the installation. A Database Server dialog box displays.
10	Click **Browse** to select a Database server that you want to install.
11	Select **Next**. **Ready to Install the Program** dialog box displays.
12	The **Installation Completed** dialog box displays after a few minutes.
13	Select **Finish** to complete the installation process.

Note

Before importing the Bosch Receiver configuration, start the Bosch Receiver Integration Server component using the Server Configuration Application.

- End -

Object Associations

Introduction

The concept of Object Associations refers to linking unrelated victor objects with the intent of enabling incident building capability.

The feature enables a '**Review**' option on the context menu of associated objects. Selecting Review opens a guard view displaying the source object and up to 5 associated objects.

After Associations are made, the Review feature is exposed in three areas of the client: **Reports, Event Viewer** and **Activity List**.

Note

1. Objects can reference other objects of the same type but cannot reference "themselves".
2. Certain supported objects E.G. doors which do not have any visual GUI. But if the door is placed in a map that map will be shown.
3. If a source object has no associations, then the view of the type will be returned.
4. If a source object is a non-video object and has no associations, the review feature will not be available for any related events or alerts.
5. For the feature to function properly it is recommended all associated objects are synchronised to a common NTP server.

Example Use Cases

1 Motion alarm is detected and even though an event was triggered and the user has acknowledged that event, the user still wants to see video associated with the alarm.
Without Object Association, reporting capabilities only show you the time of the alarm but then the user must go and open a surveillance window, drag the camera that caused the alarm and stream back to the time of the alarm using the report's data.
With Object Association, the user can simply select **Review** from the context menu to perform all of the above functionality automatically.

2 Building on use case **#1**, if there are more cameras associated with the alarm, the user must find them and drag each camera individually into a surveillance view.

Using Object Association, the **Review** feature launches investigator mode directly from reports.

3 Similar to **#1** and **#2** but using other edge devices that are non-video, E.G. doors and inputs. If a Door is forced and an event activated, the feature can be launched to view associated video.

Reports

When associations are configured, the source of report items can be accessed by selecting **Review** in the context menu of report records. Refer to Procedure 16-2 View Associations from Reports.

Event Viewer

When associations are configured, behavior is similar to the report function but the source is the cause of the event. The source of the event can be accessed by selecting **Review** in the context menu of event viewer items. Refer to Procedure 16-3 View Associations from the Event Viewer.

Activity List

When associations are configured, the source of activity list items can be accessed by selecting **Review** in the context menu of the activity list item. Refer to Procedure 16-4 View Associations from the Activity List.

Associate objects

This procedure describes how to associate a video camera (Source) with other video cameras.

You can associate a maximum of 5 objects with any of the classes listed:

Table 16-1 Classes Supported for Object Association

Video Cameras	DSC Partition/Zone
Doors	MZX Panel/Point
Inputs/Outputs	Simplex 4100 Panel/Point
Readers	Salvos

Procedure 16-1
Associate Objects

Step	Action
1	Select **Devices** from the Home tab.
2	Select ▷ next to Recorders in the Device List window.

3 Select ▷ next to the recorder folder to expand the selection.

4 Select ▷ next to the specific recorder.

5 Right click on the camera to be edited.

6 Select **Edit**. Camera editor opens.

7 Expand the **Associations** section.

8 Select ⊕. Object Selector displays.

9 Select the **Object Type** from the left column. Right column filters by selected type.

10 Select the Object in the right column.

11 Select **OK**.

12 Click **Save**.

Refer to Save and Close options for more information.

- End -

View Associations from Reports

You can enter Association view directly from a system report. If a report object is associated with another system object, an option to 'Review' will display on it's context menu.

Procedure 16-2
View Associations from Reports

Step	Action

1 Run a system report per Procedure 33-1 Generate System Reports. System report displays.

2 Right click on a report item which has objects associated.

3 Select **Review**. Appropriate view opens displaying the report item and all associated items.

Note

If salvos are associated, they will display in separate tabs from the view.

- End -

View Associations from Event Viewer

You can enter Association view directly from the Event Viewer. If an event is triggered by an object which has other objects associated with it, an option to ‘Review’ will display on it’s context menu.

Procedure 16-3
View Associations from the Event Viewer

Step	Action
1	Select **Event Viewer** from the Home tab. Event Viewer displays.
2	Right click the event which was triggered by an associated object.
3	Select **Review**. Appropriate view opens displaying the report item and all associated items.

Note

If salvos are associated, they will display in separate tabs from the view.

- End -

View Associations from Activity List

You can enter Association view directly from the Activity List. If an event is triggered by an object which has other objects associated with it, an option to ‘Review’ will display on it’s context menu.

Procedure 16-4 View Associations from the Activity List

Step	Action
1	Select **Activity** from the Home tab. Activity List displays.
2	Right click the item which from which to view associations.
3	Select **Review**. Appropriate view opens displaying the item and all associated items.

Note

If salvos are associated, they will display in separate tabs from the view.

- End -

General Purpose Interface

Introduction

The General Purpose Interface is a programmable bi-directional communication protocol which provides a way for victor to talk to third party devices.

To achieve this, the General Purpose Interface:

- Initializes communication between victor client and a third party device.
- Maintains a communications channel by polling the third party device.
- Defines General Purpose Actions which send messages to third party devices using victor event activation and supports acknowledgement messages from these third party devices.
- Defines General Purpose Monitoring Points which represent monitoring points in third party devices.
- Defines General Purpose incoming message protocols which interpret incoming messages from third party devices and support acknowledgement for incoming messages.

The General Purpose Interface can work with any device which uses ASCII code for communications protocol for event monitoring, such as:

- Intercom
- Burglar/Intrusion
- Dome Control
- Access Control
- Elevators
- Process Control Equipment
- Environmental
- Lighting
- Refrigeration
- Wireless Communication

The third party device sends pure ASCII messages via a serial port (RS-232) or remotely via a TCP/IP port (Lantronix or Systech) into the General Purpose Interface Driver.

This means that you can respond to alarms from many types of third party devices as well as the system Video/Health alarms described in ‘Events’.

The General Purpose Interface Comprises various components:

- **Devices** - The central third party hardware device
- **Monitoring Points** - victor data type which changes state based on incoming messages from the device
- **Message Protocols** - The language used to communicate with the device
- **Action Messages** - Messages sent to the device as a result of events triggered in victor
- **Actions** - Objects created in victor which are transmitted to the General Purpose Device based on activated events in victor.

Each component has its own editor, accessible via the General Purpose Interface on the Setup tab.

victor interprets the messages in two ways:

- As journal messages recorded in the historical journal.
- As any of five Monitoring Point status changes configured to trigger a victor event.

The General Purpose interface supports the following functionality:

- **Input -** Where the input strings are sent from the device through the Serial/Network port to victor.
- **Output -** Where the output is an action and requests a response from the device.
- **Poll -** Where the Poll is an action which requires a response from the device.

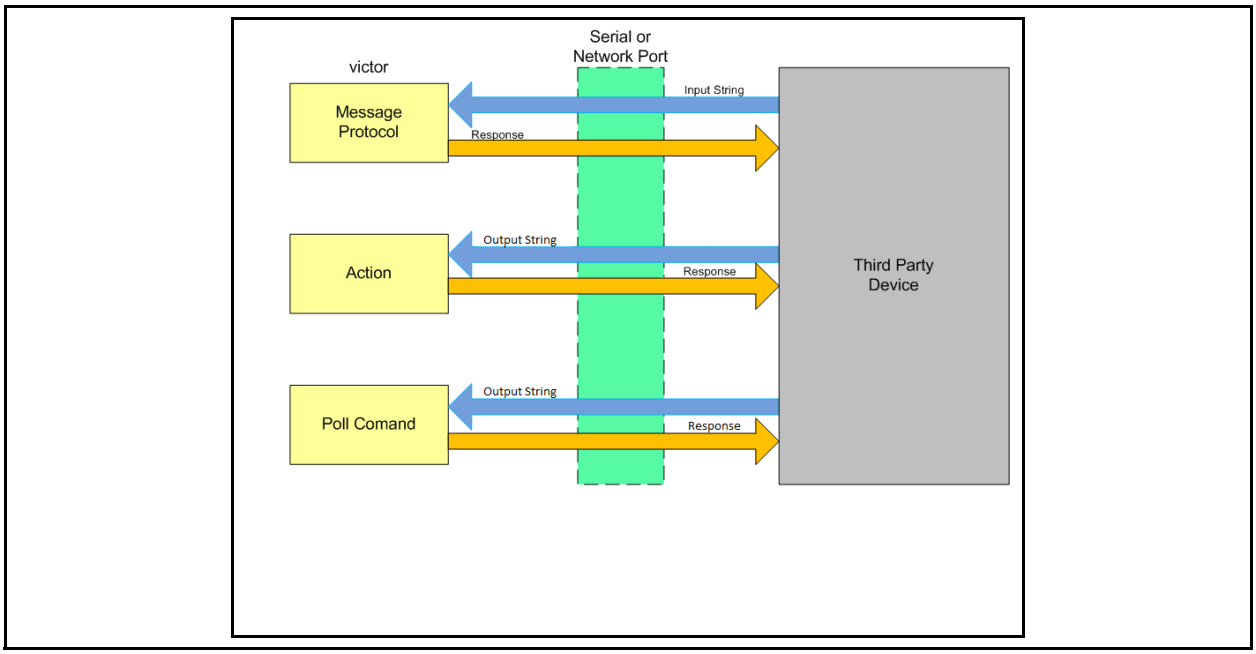


Figure 17-1 General Purpose Interface Functionality

Monitoring Points

Monitoring Points are victor data types which change state based on incoming messages from the device. They can activate events directly.

Events can be designed to activate any of the various event actions.

You can configure a message protocol which then parses the received Monitoring Point string. You can also define header and trailer characters in the Protocol area of the General Purpose Interface.

Monitoring Points can also be annunciated at the monitoring station and written to the historical journal.

Monitoring Point Message Processing

When the General Purpose Driver receives the message from the device, it does the following:

1 Parses the message and looks for poll or action responses.

- If it finds a poll or action response, it processes the response.
- If it does NOT find a poll or action response, it continues to parse.

2 Looks for a message protocol.

- If it finds a message protocol, it processes the protocol.
- If it does NOT find a message protocol, it continues to parse.

Note

The device can delimit the message with or without header and trailer characters.

Poll Command

The Poll Command, frequency of polling and expected response (Poll Command Acknowledgement) are all defined as part of the configuration of a specific General Purpose Device.

Poll Command Acknowledge

Some protocols will include an acknowledge character sent back to the device that issued the polling command - this is extra confirmation that the general purpose device received the poll command.

Output

Output is performed using an **Action** which is activated by an **Event**. The output sends a string of characters to the General Purpose Device through the serial/Network port.

The optional expected response is also configured as part of the action.

Virtual Keyboard - General

The ASCII characters between 0 and 32 are not visible on the screen and they have no equivalent keyboard button, so the virtual keyboard is relied on for entering these values. Some common values are the STX (Start of Text) and ETX (End of Text) which have no keyboard button but can be entered via the virtual keyboard.

When configuring some General Purpose Interface components, you will be required to use a Virtual Keyboard. The keyboard displays on screen when you select . The virtual keyboard is required because it uses characters which are not available on a standard keyboard.

The Virtual Keyboard is required when entering text into:

- **General Purpose Device Editor** - **Device Information** section to enter the Poll Command/Poll Command Acknowledge.
- **General Purpose Protocol Editor** - **Protocols** section to enter Keywords.
- **General Purpose Action Message Editor** - **Action Message** section to enter Outgoing and Acknowledgement messages.
- **General Purpose Monitoring Point Editor** - **Messages** section to enter Acknowledgement message.General Purpose Device.

Figure 17-2 Virtual Keyboard as displayed when you select .

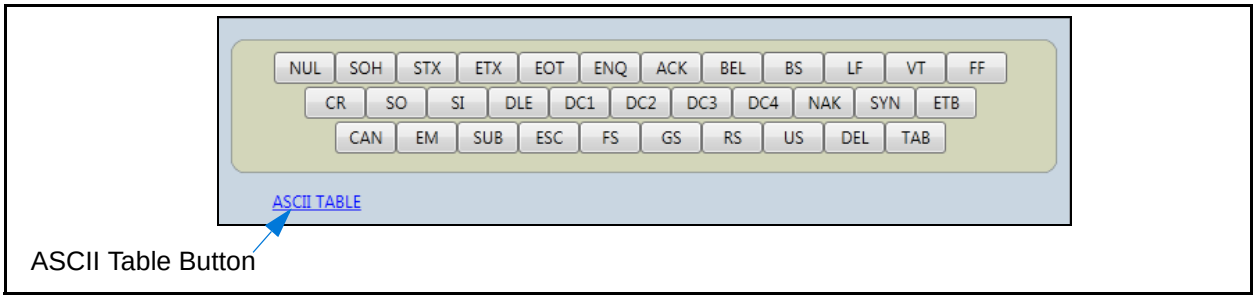

NUL SOH STX ETX EOT ENQ ACK BEL BS LF VT FF
CR SO SI DLE DC1 DC2 DC3 DC4 NAK SYN ETB
CAN EM SUB ESC FS GS RS US DEL TAB
ASCII TABLE
ASCII Table Button

Figure 17-2 Virtual Keyboard - Normal View

Figure 17-3 Virtual Keyboard in expanded view showing ASCII Table.

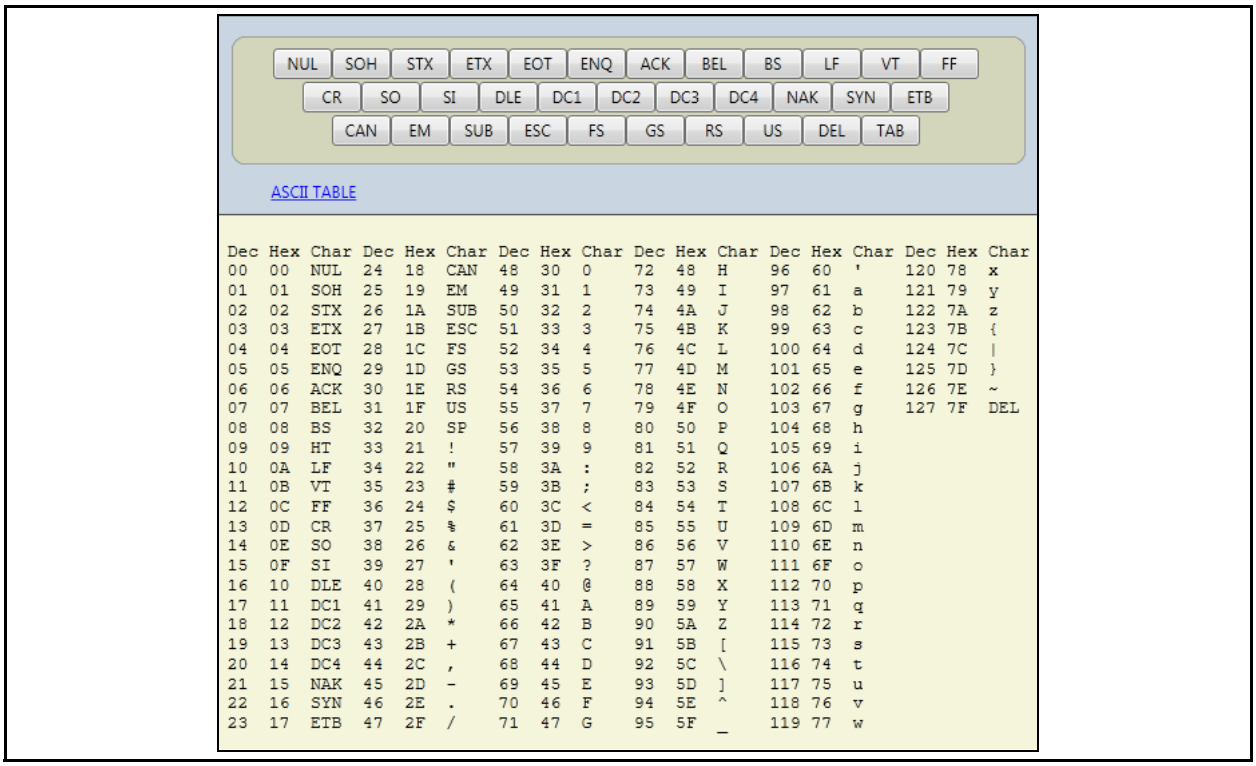


Figure 17-3 Virtual Keyboard showing ASCII table

Entering Text Using the Virtual Keyboard

The ASCII characters between 0 and 32 are not visible on the screen and they have no equivalent keyboard button, so the virtual keyboard is relied on for entering these values. Some common values are the STX (Start of Text) and ETX (End of Text) which have no keyboard button but can be entered via the virtual keyboard.

When configuring some General Purpose Interface components, you will be required to use a Virtual Keyboard. The virtual keyboard displays on screen when you select .

17

Procedure 17-1
Entering Text Using the Virtual Keyboard

Step	Action
1	Navigate to the field where text is to be entered.
2	Select to open Virtual Keyboard. The Virtual Keyboard opens.
3	Select **Characters** as required. The Characters display in the keyword textbox. The ASCII table can be viewed by selecting the **ASCII TABLE** button on the keyboard.
4	Select **Save** to save entered text.

5 Select **Hex Format** to view the Hex representation of the entered characters. Hex representation displays in **Hex Format** dialog.

6 Select next to the relevant field to edit text for that field.

- End -

Create New Device

You can create and configure new, third party devices within the client.

Table 17-1 General Purpose Device Editor - Fields

Fields	Description
Name	Enter a unique name to identify the General Purpose Device.
Description	Enter a description of the General Purpose Device.
Enabled	Select this checkbox to put the General Purpose Device online.
Vendor	Click to select the name of the manufacturer of the General Purpose device from the list.
Poll Period (seconds)	Enter the period in seconds that victor attempts to poll this General Purpose Device. The default value is 10 seconds.
Poll Command	Enter the poll command (the command string) that victor sends to the General Purpose Device as the poll message. Double-click , the Keyboard button, to open the Virtual Keyboard that allows you to create and edit text strings for a General Purpose Device.
Poll Command Acknowledgement	Enter a poll command acknowledgement (the command string) that the General Purpose Device sends back to victor as an acknowledgement of the poll message. Double-click , the Keyboard button, to open the Virtual Keyboard that allows you to create and edit text strings for a General Purpose Device.
Journal Unknown Message	Select this option of you want unknown messages received by victor recorded in the historical journal.
Serial Port	Select Serial Port if you are using a serial connection. This is the default port type.
Network Port	Select Network Port if you are using a terminal server for the connection.
IP Address	Enter the TCP/IP address of the Network Port. **Note** This field is only available if you select the Network Port option.

Communication Port	Enter the number of the port: • Serial Port - enter a port number such as COM1, COM2, etc. • Network Port - enter the TCP/IP port number from which the terminal server communicates with victor.
Reconnection Period (seconds)	Enter the duration in seconds that victor waits before trying to reconnect an unresponsive network device. **Note** This field is only available if you select the Network Port option.
TimeOut Delay Time (1/10 sec)	Enter the extra interval (in 1/10th seconds) that victor waits for a response from this device after sending a message to the switcher. If a response is not received in the specified time, victor re-transmits the message or declares a communications failure. The default value is 20 (2 seconds).
Comm Fail Delay Time (seconds)	Enter the time period (in seconds) after the TimeOut Delay Time expires that victor waits to declare an unresponsive General Purpose Device to be in failure. When this occurs, a message appears in the General Activity Monitor. The default value is 300 seconds.
Header Character	Enter a value (in decimal) to define the first character in a message from the General Purpose Device. Zero (0) indicates that any character can be the first message character. The default value is zero (0).
Trailer Character	Enter a value (in decimal) to define the last character in a message from the General Purpose Device. The default value is 13. **Note** The value cannot be zero (0). A Trailer Character is mandatory. The trailer character is the character that signals the end of a particular string, therefore the GPI requires it to function when multiple strings are being handled.
Message Resend Count	Enter the number of times victor should attempt to resend a message that the General Purpose Device has not acknowledged receiving. The default is zero (0).
Max Buffer Size	Enter the maximum size of the victor buffer that stores the message from this General Purpose Device. The default is 2000.

Procedure 17-2
Create New Device

Step	Action
1	Select **Device** from the Setup tab.
2	Select **New** from the drop down menu. General Purpose Device Editor displays.
3	Expand the **General** section.
4	Enter a name for the device in the **Name** textbox.
5	Enter a description for the device in the **Description** textbox.
6	The **Enabled** checkbox is selected by default. To disable the Device, deselect the checkbox.
7	Expand the **Device Information** section.
8	Select the Vendor from the **Vendor** drop down menu.
9	Enter the Poll Period in the **Poll Period** textbox.

Note

1. When configuring a non-zero Polling Period, non-zero values should be set for 'Timeout delay' time and 'Comm fail delay' times.
2. When configuring a Polling Period of zero, the 'Timeout delay' time and 'Comm fail delay' time should also be set to zero.

10	Enter the Poll Command in the **Poll Command** textbox. This is the stream of bytes, usually set by the manufacturer, sent on a regular basis to the device to maintain communications. Refer to Procedure 17-1 Entering Text Using the Virtual Keyboard.
11	Enter **Poll Command Acknowledge**. This is the expected response from the General purpose Device which is sent back to victor as an acknowledgement of the Poll Message. Refer to Procedure 17-1 Entering Text Using the Virtual Keyboard.
12	The **Journal Unknown Message** checkbox is deselected by default. To enable, select the checkbox.

Note

Enabling means that any message (or stream of bytes) received by the victor General Purpose server component that does not match an existing protocol (the General Purpose Protocol object) will be sent to the activity viewer; if it is unchecked, then these unknown messages are ignored.

13	Expand the **Port** section.
14	Select either **Serial Port** or **Network Port**.

- If **Serial Port** is selected:
  - **a** Enter Communications Port in the **Communications Port** textbox.
- If **Network Port** is selected:
  - **a** Enter **IP Address**

b Enter **Communication Port**

c Enter **Reconnection Period**.

15 Expand the **Communication Protocol** section.

16 Enter the Timeout Delay time in the **Timeout Delay Time** textbox.

17 Enter the Comm Fail Delay Time in the **Comm Fail Delay** textbox.

18 Enter the Header Character in the **Header Character** textbox.

19 Enter the Trailer Character in the **Trailer Character** textbox.

Note

A Trailer Character is mandatory. The trailer character is the character that signals the end of a particular string, therefore the GPI requires it to function when multiple strings are being handled.

20 Enter the Message Resend count in the **Message Resend Count** textbox

21 Enter the **Max Buffer size**.

22 Expand the **Alerts** section.

23 Select to Add an alert.

24 Select **Property/Value** settings from the drop down menus

25 Select **Action Settings** using the Browse button.

26 Select **Save**.

Refer to Save and Close options for more information.

- End -

Create New Monitoring Point

You can create and configure new monitoring points from the General Purpose Interface.

Each monitoring point supports up to five activated status properties which are assigned during configuration. The activation and deactivation messages associated with each monitoring point are drawn from the message protocol pool.

Monitoring point state changes occur depending upon the interpreted incoming messages of the General Purpose Device. State changes are recorded in the journal logs and can trigger other actions within victor.

Table 17-2 General Purpose Monitoring Point Editor - Fields

Fields	Description
Name	Enter a unique name to identify the General Purpose Monitoring Point.
Description	Enter a description of the General Purpose Monitoring Point.
Enabled	Select this checkbox to put the General Purpose Monitoring Point online.
General Purpose Device	Select the General Purpose Device to be monitored.
Acknowledgement Message	Enter a message string that victor sends to the General Purpose Device as the acknowledgement message after mapping an incoming message from the device. Double-click , the Keyboard button, to open the Virtual Keyboard that allows you to create and edit text strings for a General Purpose Device.
Journal Message (1 through 5)	Enter a meaningful word to identify the message logged in the Historical Journal for this General Purpose Monitoring Point.
Activation Message (1 through 5)	Click and select a General Purpose incoming Message Protocol from the dialog box that opens to trigger this General Purpose Monitoring Point to be activated.
Deactivation Message (1 through 5)	Click and select a General Purpose incoming Message Protocol from the dialog box that opens to trigger this General Purpose Monitoring Point to be deactivated.

Procedure 17-3
Create New Monitoring Point

Step	Action
1	Select **Monitoring Point** from the Setup tab.
2	Select **New** from the drop down menu. Monitoring Point Device Editor displays.
3	Expand the **General** Section.
4	Enter a name for the monitoring point in the **Name** textbox.
5	Enter a description for the monitoring point in the **Description** textbox.

6 The **Enabled** checkbox is selected by default. To disable the Monitoring Point, deselect the checkbox.

7 Expand the **Device** section.

8 Select . The Object Selector dialog displays.

9 Select **General Purpose Device** from the **Type** column. Available devices display in the object column.

10 Select the required device from the object column.

11 Select **OK**.

12 Expand the **Messages** section.

13 Enter the acknowledgement message in the **Acknowledgement Message** textbox. Refer to Procedure 17-1 Entering Text Using the Virtual Keyboard..

14 Enter Journal Messages:

- To enter Activation message:

  a Select . The Object Selector dialog displays.

  b Select **General Purpose Protocol** from the **Type** column. Available protocols display in the object column.

  c Select the required protocol from the object column.

  d Select OK.

- To enter Deactivation Message:

  a Select . The Object Selector dialog displays.

  b Select **General Purpose Protocol** from the **Type** column. Available protocols display in the object column.

  c Select the required protocol from the object column.

  d Select OK.

15 Repeat Steps 13-15 as required to add more messages up to a maximum of 5.

16 Expand the **Alerts** section.

17 Select to Add an alert.

18 Select **Property** and **Value** settings from the drop down menus.

19 Select **Action** using ....

Note

You can choose to activate or deactivate an event.

20 Expand the Status section.

21 Select **Save**.

Refer to Save and Close options for more information.

- End -

Add New Protocol

You can add new General Purpose Protocols from the General Purpose Interface. This is the language used to communicate with the device.

Protocols are established via a dynamic process which combines match criteria, keywords, and character positioning. These individual message protocol units then get combined with monitoring points to identify state changes in the General Purpose Device.

Optionally, acknowledgement messages can be associated with the monitoring point and transmitted if configured.

Table 17-3 General Purpose Message Protocol Editor - Fields

Fields/Buttons	Description
Match Criteria (1-5)	Click to select match criteria for the keyword from the dropdown list: **Include** - Indicates the system will expect the keyword entered in the next field to be in a message from the General Purpose Device. **Exclude** - Indicates the system will not expect the keyword entered in the next field to be in a message from the General Purpose Interface.
Keyword (1-5)	Enter a keyword up to 50 characters long for this message protocol. Refer to Procedure 17-1 Entering Text Using the Virtual Keyboard. **Note** You cannot use the ASCII Hex 00 (Zero Zero) in a keyword.
Position (1-5)	Enter a position for the keyword: **Value >0 (Zero)** - Indicates that the software device receiver searches for the keyword only at this position when mapping a message. **Value =0 (Zero)** - Indicates that the keyword can be at any position in the message (This is the default value). **Example:** To find ‘CDE’ in the string ‘ABCDEFG’, you would enter ‘3’ in the position field and ‘CDE’ in the Keyword field. **Note** Spaces and unprintable characters such as carriage returns <CR> and line feeds <LF> must be counted.

Procedure 17-4
Add New Protocol

Step	Action
1	Select **Protocol** from the Setup tab.
2	Select **New** from the drop down menu. General Purpose Protocol Editor opens.
3	Expand the **General** section.
4	Enter a name for the protocol in the **Name** textbox.
5	Enter a description for the protocol in the **Description** textbox.
6	Expand the **Protocols** section.
7	Select **Match Criteria** from the drop down menu. Options are **Include** or **Exclude**.
8	Enter a keyword for the protocol in the **Keyword** textbox. Refer to Procedure 17-1 Entering Text Using the Virtual Keyboard.
9	Enter the position of the protocol in the **Position** textbox.
10	Repeat steps 8-10 as required up to a maximum of 5.
11	Select **Save**. Refer to Save and Close options for more information.

- End -

Create New Action Message

Action messages are sent to the device as a result of events triggered in victor. Action messages can be created and edited via the General Purpose Interface.

Table 17-4 General Purpose Action Message Editor - Fields

Fields	Description
Name	Enter a unique name to identify the General Purpose Action Message.
Description	Enter a description of the General Purpose Action Message.
Outgoing Message	Define a message for victor to send to the General Purpose Device
Acknowledgement Message	Define a message for victor to receive from the General Purpose Device as an acknowledgement for its outgoing message.

Procedure 17-5
Create New Action Message

Step	Action
1	Select **Action Message** from the Setup tab.
2	Select **New** from the drop down menu. Action Message Editor displays.
3	Enter a name for the action message in the **Name** textbox.
4	Enter a description for the Action Message in the **Description** textbox.
5	Expand the **Action Message** section.
6	Enter text for the outgoing message in the **Outgoing Message** textbox. Refer to Procedure 17-1 Entering Text Using the Virtual Keyboard.
7	Enter text for the acknowledgement message in the **Acknowledgement Message** textbox. Refer to Procedure 17-1 Entering Text Using the Virtual Keyboard.
8	Select **Save**. Refer to Save and Close options for more information.

- End -

Create New General Purpose Action

You can create new actions using the General Purpose Interface. Actions created in victor are transmitted to the General Purpose Device based on activated events in victor. When configuring the action object, there is an option for associating an acknowledgement message.

Table 17-5 General Purpose Action- Fields

Field	Description
Name	Enter a unique name to identify the General Purpose Action.
Description	Enter a description of the General Purpose Action.
General Purpose Device	Click and select the General Purpose Device being monitored.
General Purpose Action Message	Click and select a General Purpose Action Message that this action triggers.

Procedure 17-6
Create New General Purpose Action

Step	Action
1	Select **Action** from the Setup tab.
2	Select **New** from the dropdown menu. General Purpose Action Editor displays.
3	Enter a name for the action in the **Name** textbox.
4	Enter a description for the action in the **Description** textbox.
5	Expand the **Action** section.
6	To add a device: **a** Select . Object Selector displays. **b** Select **General Purpose Device** in the Type column. **c** Select the device in the **Object** Column. **d** Select **OK**.
7	To add an Action Message: **a** Select . Object Selector displays. **b** Select **General Purpose Action Message** in the Type column. **c** Select the message in the **Object** Column. **d** Select **OK.**
8	Select **Save**. Refer to Save and Close options for more information.

- End -

Layout Manager

Introduction

Figure 18-1 Default Layout displays the default layout for the client consists of three tabbed toolbars, Home, Setup and Build, the Device List and a 1x1 Surveillance tabbed window.

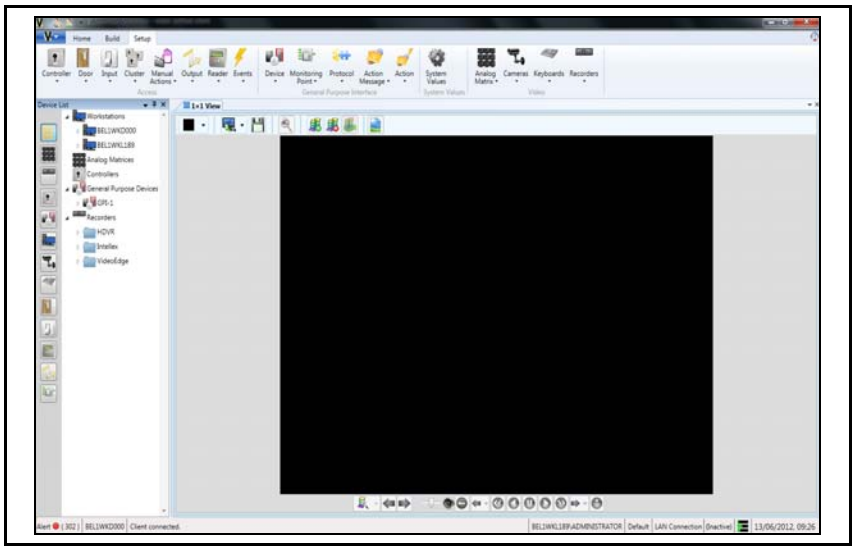


Figure 18-1 Default Layout

The layout can be completely customized allowing you to create a workspace that fulfils your requirements.

The layout may be changed at any time by right clicking on the title bar or the tabbed area of a window and selecting the relevant property or by dragging the window to a different area.

Floating, Dockable and Tabbed Windows

The properties of windows can be changed according to the layout required.

Floating

This creates an independent window from the client software which can be moved to any position on the screen even outside of the main client software as seen in Figure 18-2 Example of Floating Windows.

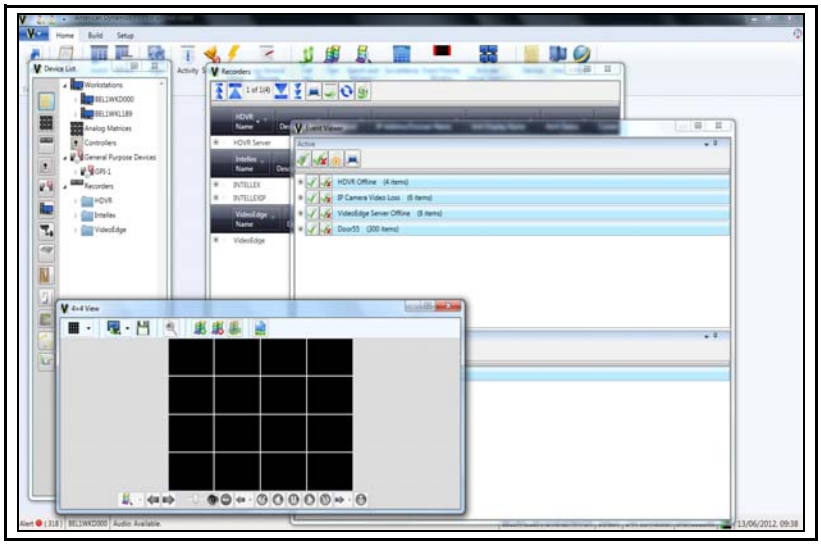


Figure 18-2 Example of Floating Windows

Dockable

This creates a window that can be positioned within the client using the guide diamond as a reference to where it may be placed. The window is fixed in position to the rest of the application windows. The guide diamond allows you to quickly re-dock a tool window on one of the four sides of the workspace as seen in Figure 18-3 Example of Docked Windows.

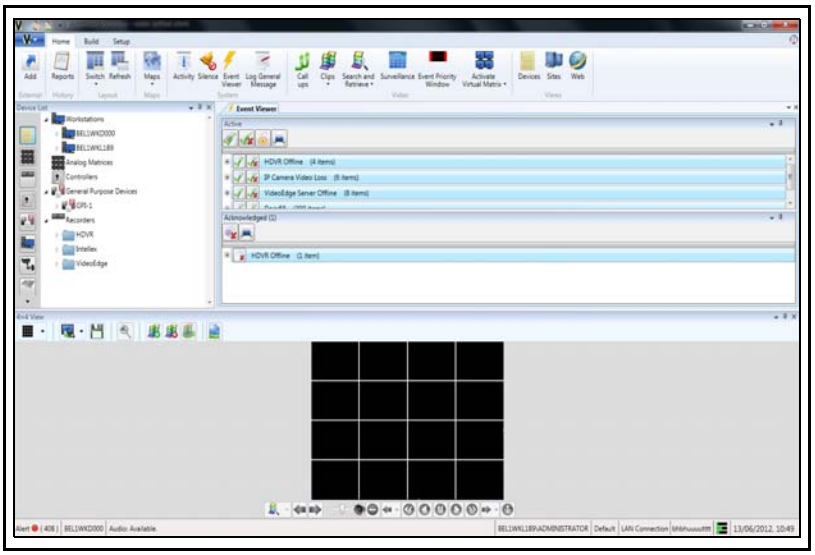


Figure 18-3 Example of Docked Windows

Tabbed

This allows you to create a tabbed window. Tabbed windows are useful for organizing and switching between multiple open windows as seen in Figure 18-4 Example of Tabbed Windows.

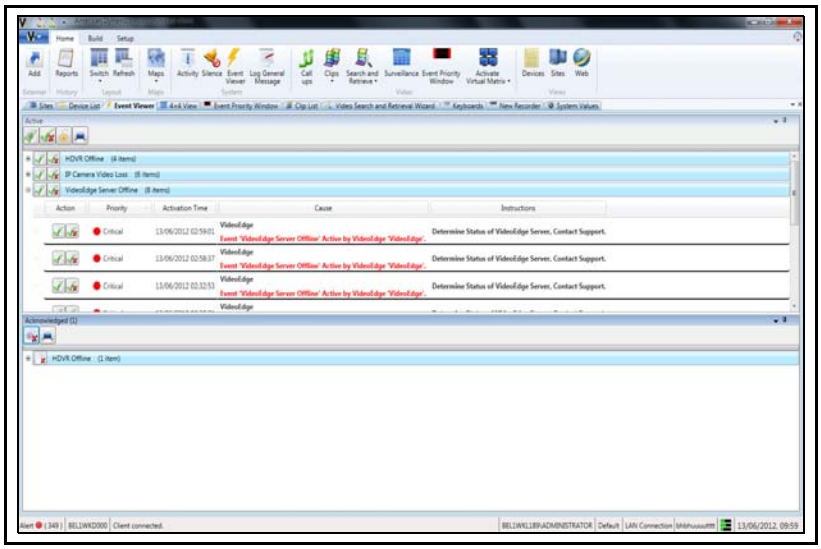


Figure 18-4 Example of Tabbed Windows

Further Layout Options

Additional configuration settings can include:

- Resize and reposition windows.
- Save and load workspace layouts.
- Pin and unpin windows to enable or disable auto-hide.
- Drag a tab to undock a tab-grouped window.
- Rename tabs.
- Use auto-hide to let you keep windows conveniently out of the way
- Use vertical or horizontal tabs for auto-hidden windows.
- Create new tab groups, horizontally or vertically aligned.

Note

The Home, Setup and Build tabs are not user configurable.

Docking a Window

When a window is dockable, it can be fastened to one side of a frame within the workspace. A guide diamond displays when you drag the window from its current location to another location in the workspace. The guide diamond allows you to quickly dock a window on one of the four sides of the workspace. When a window is undocked or not dockable, it floats on top of the other windows.

To move a dockable window without snapping it into place, press CTRL while dragging.

Note

This procedure does not apply to floating windows. To dock a floating window, change it to dockable or tabbed, refer to Procedure 18-12 Switch Window Type.

Procedure 18-1
Docking a window

Step	Action
1	Select the title bar or tab of the window and drag to the approximate area of the screen you wish to dock in. The guide diamond will display as seen in Figure 18-5 Guide Diamond for positioning window.

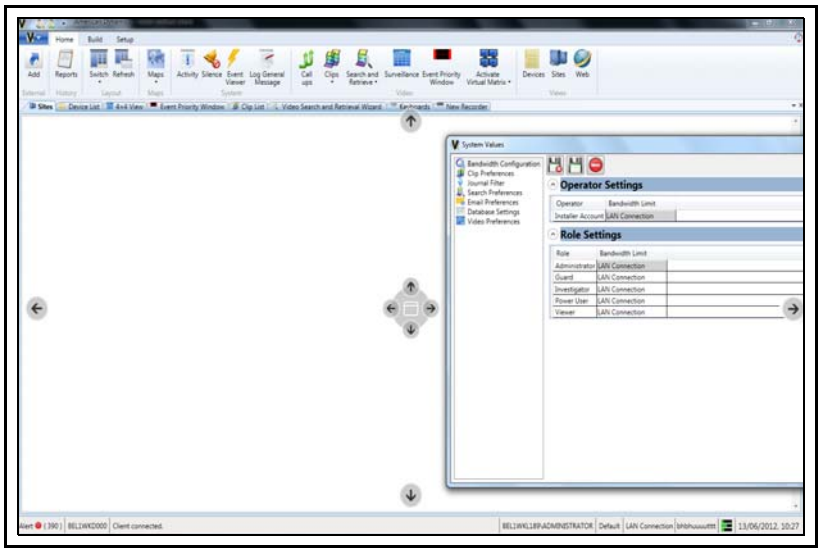


Figure 18-5 Guide Diamond for positioning window

2 Drag the cursor to the relevant guide diamond selection, Top, Bottom, Left or Right. A shadow indicates the position the window will occupy as seen in Figure 18-6 Window can be docked in the shaded area

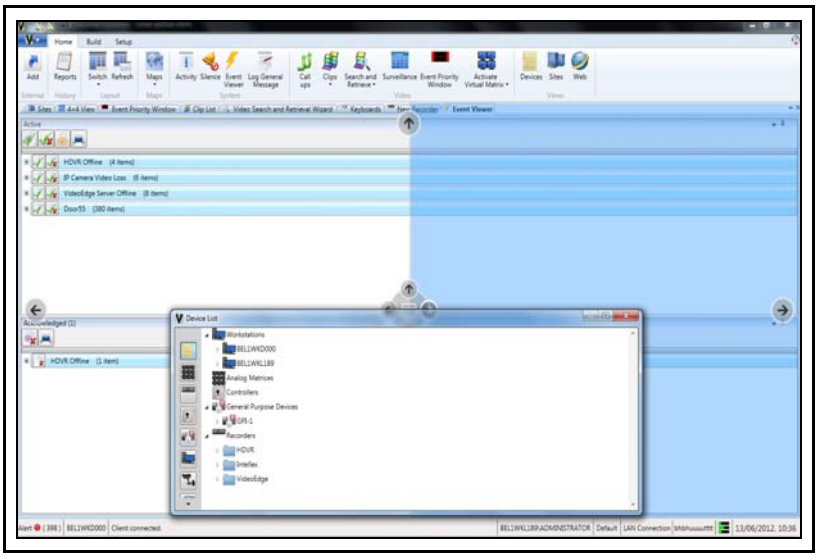


Figure 18-6 Window can be docked in the shaded area

3 Deselect the title bar when the required window position is shadowed. The window repositions in that location.

- End -

Resize a Window

You can resize a docked or floating window to provide more area in the workspace. This procedure is only applicable to floating or dockable windows, not tabbed documents. The window's last size and position will be remembered when being restored.

Procedure 18-2
Resize a Floating or Dockable Window

Step	Action
1	If the window is not dockable or floating, right click on the title bar and select either Floating or Dockable.
2	Move the cursor over the border of the window to be resized.
3	Click and drag the border to adjust the window to the required size as the horizontal cursor or vertical cursor displays,

- End -

Auto Hide a Docked Window

You can hide a visible window element on screen to free up space in the workspace. This will leave the window name when the window does not have focus. Windows which have auto hide enabled temporarily slide into view when the window has focus. To hide the window again, select an item outside of the current window. When the window loses focus, it slides back out of view.

Note

Auto Hide is only available in docked windows.

Procedure 18-3
Auto Hide/Unhide a Docked Window

Step	Action
1	Right click on the Title Bar of the window.
2	Select **Auto Hide**. The window will disappear but the window name will be visible as a vertical or horizontal tab as seen in Figure 18-7 Docked Window Auto Hide tab.

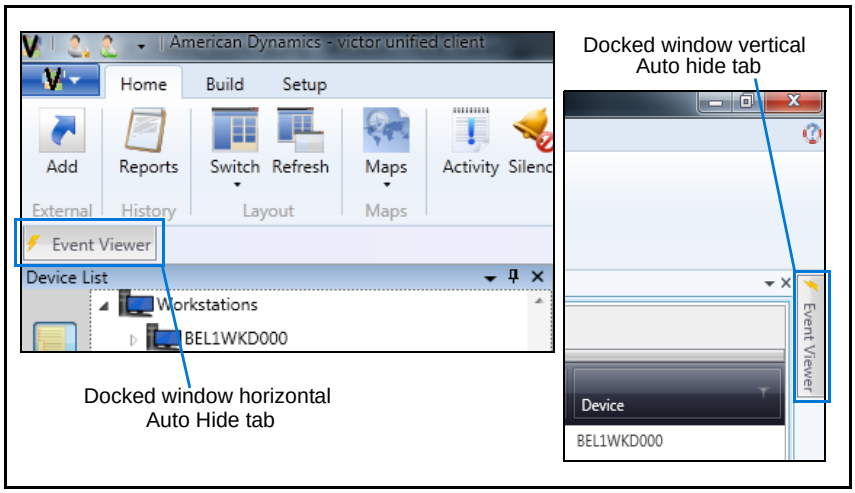


Figure 18-7 Docked Window Auto Hide tab

3 Select the Window name to show the window or anywhere in the workspace to hide it.

- End -

Save Current Layout

Selecting the save layout button saves the current layout to file. After you have moved and resized your workspace windows to create a suitable workspace, you can save the layout under a descriptive name and restore it later.

Procedure 18-4
Save Current Layout

Step	Action
1	Select Layout on the **Build** tab.
2	Select **Save as** from the dropdown list. Text box displays.
3	Enter the name of the layout file in the **Name** text box.
4	Select **OK** to confirm. The layout is saved and can be switched at any time.

- End -

Switch Layouts

You can change the current layout to one previously defined and saved. Selecting the switch button prompts you to select a new layout to use with the application.

Procedure 18-5
Switch Layouts

Step	Action
1	Select **Switch** on the Home tab.
2	Select the name of the layout from the drop down list. The new layout is displayed.

- End -

Refresh the Current Layout

Selecting the refresh button reloads the current layout.

Procedure 18-6
Refresh the Current Layout

Step	Action
1	Select **Refresh** from the Home tab to reload the current layout.

- End -

Show all Layouts

You can display a list of all available layouts.

Procedure 18-7
Show all Layouts

Step	Action
1	Select Layout from the **Build** tab.
2	Select **Show all** from the dropdown list. A list of all available layouts displays.

- End -

Delete a Layout

You can delete layouts which are no longer required.

Note

1. The default layout cannot be deleted.
2. Only an inactive layout can be deleted.

Procedure 18-8
Delete a Layout

Step	Action
1	Select **Layout** from the **Build** tab.
2	Select **Show all** from the drop down menu. A list of all layouts displays.
3	Right click on the layout to be deleted.
4	Select **Delete**.
5	Select **Yes** to confirm or **No** to cancel.

- End -

Rename a Tabbed Window

You can rename tabbed windows. These changes are also saved as part of a layout change.

Procedure 18-9
Rename a Tabbed Window

Step	Action
1	Right click on the tab to be renamed.
2	Select **Rename**. The current name can now be changed.
3	Type in the new name of the tab. The current name is overwritten.
4	Select **OK** to confirm.

- End -

Merge Docked Windows for Tabbed Navigation

You can ‘merge’ docked windows to create more on screen workspace. Merged windows are navigated by tabs situated at the bottom of the merged window. Any docked window may be merged with another docked window. However one floating window will not merge with another floating window.

Procedure 18-10
Merge Docked Windows for Tabbed Navigation

Step	Action
1	Select the title bar of a docked window to be merged.
2	Drag to the centre of the docked window with which it is to merge, the docking icon displays.
3	Deselect the window in the centre of the docking icon as seen in Figure 18-8 Deselect in docking icon.

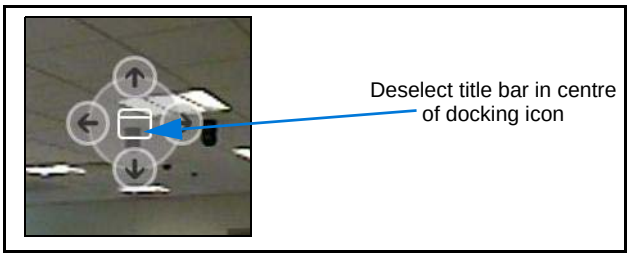


Figure 18-8 Deselect in docking icon

4 Windows are merged and are navigable by selecting appropriate tabs from the bottom of the merged window or by selecting an option from the pull-down list on the top right of the tabbed window.

- End -

View Window In Full Screen

You can view a window in full screen mode. Almost any window (tabbed, floating or docked) may be changed to Full screen mode.

Procedure 18-11
View Window in Full Screen

Step	Action
1	Right click on the title bar of the window (Tab if it is a tabbed window).
2	Select the Monitor on which the window is to be displayed in full screen, from the **Send To** submenu, as seen in Figure 18-9 Display Window in Full Screen. The Window will open as full screen in the selected display.

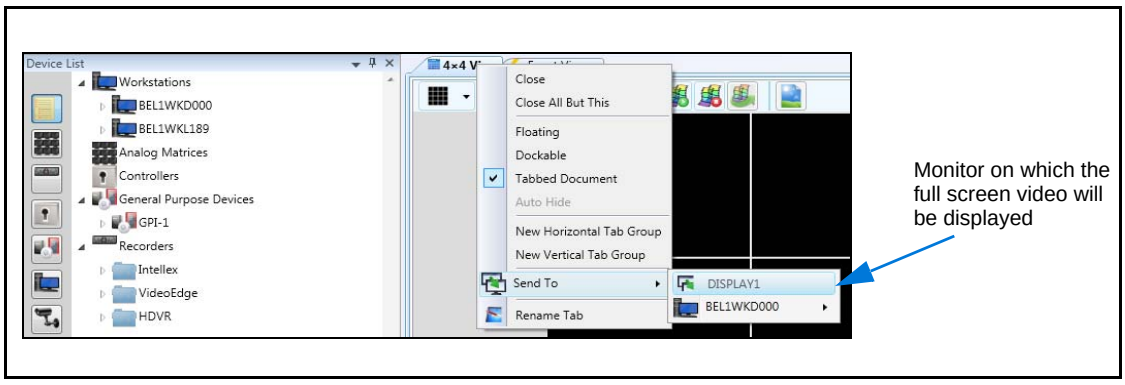


Figure 18-9 Display Window in Full Screen

3	To restore screen back to main layout, move the cursor to the top right of the display and select .

- End -

Switching between Tabbed, Floating and Dockable Windows

You can switch window modes, selecting floating or dockable type window allows users to move the window around the screen. Tabbed windows are fixed.

Procedure 18-12
Switch Window Type

Step	Action
1	Right click on the title bar of the window.
2	Make a choice from: • Floating - The window can be dragged to any position within the application or even outside the main application window. • Docked - The window that is fixed in position to the rest of the application windows. • Tabbed - the window will revert to the tab view.

- End -

Minimize/Maximize the Ribbon bar

You can minimize or maximize the ribbon bar to create more workspace. This change is not saved as a layout change, the default is maximized.

Procedure 18-13
Minimize/Maximize the Ribbon bar

Step	Action
1	Double click either the **Setup**, **Home** or **Build** tab. Ribbon bar minimizes.
2	Double click either the **Setup**, **Home** or **Build** tab. Ribbon bar maximizes.

- End -

Create New Tab Group

You can create new tab groups for convenient grouping of windows allowing simple navigation. To create a new tab group, more than one tab must be open.

Procedure 18-14
Create New Tab Group

Step	Action
1	Right click on the tab to start the new group. This tab will be the first one listed in the new group.
2	Select new horizontal tab group or new vertical tab group as required. The new tab group is created below or beside the existing group depending on whether horizontal or vertical was selected.

- End -

Move Tabs between Tab Groups

You can move tabs between tab groups.

Procedure 18-15
Move Tabs between Tab Groups

Step	Action
1	Right click on the tab to be moved.
2	Select **Move to next tab group** to move the tab to the next tab group or **Move to previous tab group** to move the tab to the previous group. Alternatively you can select and drag tabs to other groups.
3	Repeat step 2 as required if moving the tab by more than one group.

- End -

Reorder Tabs within a Tab Group

You can change the order in which tabs are displayed within a group.

Procedure 18-16
Reorder Tabs within a Tab Group

Step	Action
1	Select the tab to be moved.
2	Drag the tab along the group to the required position.
3	Drop the tab. Tabs are now reordered.

- End -

Virtual Matrix

Introduction

Virtual Matrix allows users to switch video in display panes of surveillance windows on client workstations using a CCTV keyboard as if the video panes were all monitors attached to a traditional analog matrix.

Keyboard support extends to controlling PTZ control on supported cameras. It supports individual dwell times on Tours as well as logical numbering of Cameras, Salvos and Tours.

Note

1. Only one virtual matrix profile can be active on the client at any time.
2. Keyboards will not be active unless a Virtual Matrix is activated.

The system is modelled as illustrated in Figure 19-1 Virtual Matrix Diagram.

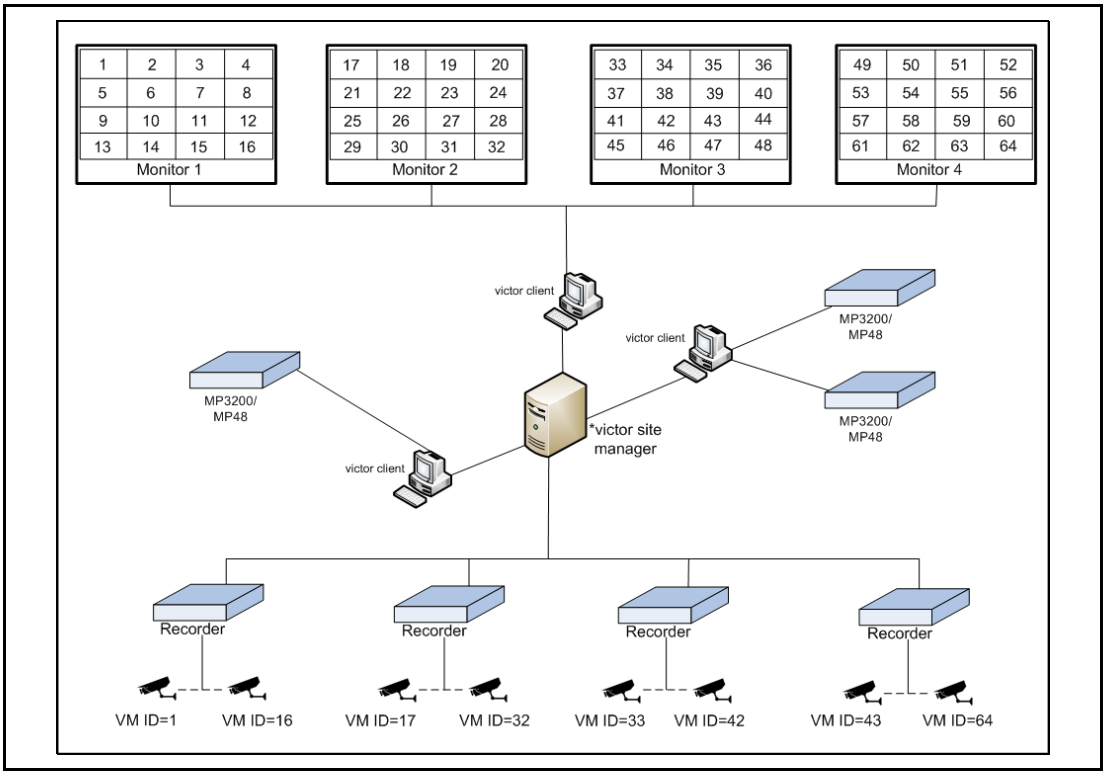


Figure 19-1 Virtual Matrix Diagram

Add a Virtual Matrix Profile

Users can define and add a virtual matrix profile to the system.

Procedure 19-1
Add a Virtual Matrix Profile

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **New** from the drop down list.
3	In the General section enter a name for the profile in the **Name** text box.
4	Enter a description for the profile in the **Description** text box.
5	The Enabled checkbox is selected by default. To disable the Virtual Matrix, deselect the checkbox.
6	Expand the **Settings** section. Select or deselect to enable or disable the following:

• **Monitor number overlay** - Select to view monitor numbers on screen when the virtual matrix is activated.

• **Override user layout** - This closes any existing camera views and replaces them with the ones defined by the virtual matrix. Any video being watched will stop and the new surveillance views will be empty.

Note

Selecting Override user layout will close all camera views and replace them with views defined by the virtual matrix.

7 Expand the **Cameras** section. If required, renumber the cameras in the Cameras section. This will allow you to renumber the cameras virtual numbers within the profile.

• To renumber a single camera:

a Select the camera row on the table.

b Change the Virtual Number in the **Renumber cameras** text box.

c Select **Selected**.

d Repeat steps a to c for subsequent renumbering of individual cameras.

• To Renumber a range of cameras:

a Select the **Renumber cameras** text box.

b Enter the Camera ID of the first camera in the range.

c Select **All**. Cameras ranges Virtual Numbers update.

8 Expand the **Call ups** section. If required, renumber call ups in the Call ups section. This will allow you to renumber the call up numbers within the profile.

• To renumber a single call up:

a Select either the **Tours** or **Salvos** Call up tab.

b Change the Virtual Number in the Renumber Call ups text box.

c Select **Selected**.

d Repeat steps a to c for subsequent renumbering of individual call ups.

• To renumber a range of call ups:

a Select the text box beside **All**.

b Enter the Call up ID of the first call up in the range.

c Select **All**. Call ups ranges Virtual Numbers update.

9 Add and remove Monitors as required, or change number of monitors.

• To add a new monitor:

a Expand the **Monitors** section.

b Select . Dropdown Menu displays.

c Select **Virtual Display** or **Analog Matrix** as required. Selection displays in monitor list.

d Change **Video Layout** and **Workstation** as required by double clicking the appropriate field and selecting from the dropdown.

e Add further monitors by selecting and repeating steps a - d.

- To renumber monitors:

  a Expand the **Monitors** section.

  b Deselect the **Add monitor ranges automatically** check box.

  c Assign numbers manually by selecting **First Pane** and entering the number. **Last Pane** updates automatically according to the number of panes associated with the layout.

10 Select **Save**.

Refer to Save and Close options for more information.

- End -

Renumber Camera ID’s in Virtual Matrix

The virtual matrix list of cameras and the Device List are not always in the same order. The Device List arranges cameras alphabetically; the VM builds its camera list when first edited so when recorders and cameras come online they must be added to the end of the list to preserve the virtual numbering.

Camera Virtual Numbers are numbered by default 1 through 99999 in a virtual matrix. Individual Virtual Numbers may be changed by editing the value in the cameras setting.

Keyboards may not be able to call all these Camera Virtual Numbers since different keyboards have physical limits on the highest number they can recognise.

Renumbering affects the command needed to call up a particular camera, so if you renumber cameras starting at 99 then to call up the first camera you should need monitor number+M+99+K.

Procedure 19-2
Renumber Camera ID’s in Virtual Matrix

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click the Virtual Matrix to be changed.
4	Select **Edit**. Virtual Matrix editor displays.
5	Expand the Cameras section.
6	Enter the new camera ID in the **Renumber cameras** text box. (Numeric value only)
7	Select the Camera ID to be changed. Row highlights.
8	Select **Selected**. Camera ID updates.
9	Repeat steps 6 to 8 for subsequent renumbering of individual cameras.
10	Select **Save**.

Refer to Save and Close options for more information.

- End -

Renumber Camera ID ranges in a Virtual Matrix

The virtual matrix list of cameras and the Device List are not always in the same order. The Device List arranges cameras alphabetically; the VM builds its camera list when first edited so when recorders and cameras come online they must be added to the end of the list to preserve the virtual numbering.

Camera Virtual Numbers are numbered by default 1 through 99999 in a virtual matrix. Individual Virtual Numbers may be changed by editing the value in the cameras setting.

Keyboards may not be able to call all these Camera Virtual Numbers since different keyboards have physical limits on the highest number they can recognise.

Renumbering affects the command needed to call up a particular camera, so if you renumber cameras starting at 99 then to call up the first camera you should need Monitor Number+M+99+K

Procedure 19-3
Renumber Camera ID Ranges in a Virtual Matrix

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click the Virtual Matrix to be changed.
4	Select **Edit**. Virtual Matrix editor displays.
5	Expand the Cameras section.
6	Select the **Renumber cameras** text box.
7	Enter the starting number for the new range.
8	Select **All**. All camera ID's update.
9	Select **Save**. Refer to Save and Close options for more information.

- End -

Renumber Call ups in a Virtual Matrix

The default numbers assigned to call ups within a virtual matrix may be changed.

Procedure 19-4
Renumber Call ups in a Virtual Matrix

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click the Virtual Matrix to be changed.
4	Select **Edit**. Virtual Matrix editor displays.
5	Expand the Call ups section.
6	Select the **Tours** or **Salvos** tab as required.
7	Enter the new Call up number in the Renumber call ups text box. (Numeric only)
8	Select the call up number to be changed. Row highlights.
9	Select **Selected**. Call up number updates.
10	Repeat steps 6 to 8 for subsequent numbering changes.
11	Select **Save**. Refer to Save and Close options for more information.

- End -

Renumber Call up Ranges in a Virtual Matrix

Call up numbers start at 1 by default and run sequentially. This number range may be changed by editing the first number in the range in the call ups setting.

Procedure 19-5
Renumber Call up Ranges in a Virtual Matrix

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click the virtual matrix to be edited.
4	Select **Edit**.

5 Expand the Call ups section.

6 Enter the first number of the new range in Renumber call ups text box. (Numeric only)

7 Select **All**. Number range updates.

8 Select **Save**.

Refer to Save and Close options for more information.

- End -

Add Monitors in a Virtual Matrix

Monitors can be added to virtual matrices. A maximum of four virtual displays may be added to each workstation in a virtual matrix.

Procedure 19-6
Add Monitors in a Virtual Matrix

Step	Action

1 Select **Virtual Matrix** from the Build tab.

2 Select **Show All** from the drop down menu.

3 Right click the virtual matrix to be edited.

4 Select **Edit**.

5 Expand the Monitors section.

6 Select the to add a monitor.

7 Select either:

- Virtual Display
- Analog Matrix (All Analog matrices which are available are listed)

8 Repeat step 6 to 7 to add further monitors up to a maximum of four virtual displays per workstation and any number of analog matrices, provided that the total number of monitors is less than or equal to 999.

9 Select **Save**.

Refer to Save and Close options for more information.

- End -

Remove Monitors from a Virtual Matrix

Monitors may be removed from virtual matrices.

Procedure 19-7
Remove Monitors from a Virtual Matrix

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click the virtual matrix to be edited.
4	Select **Edit**.
5	Expand the Monitors section.
6	Select the monitor to be removed.
7	Select . Monitor is removed from list.
8	Repeat step 7 as required.
9	Select **Save**. Refer to Save and Close options for more information.

- End -

Edit monitors within a Virtual Matrix

You can change monitor configurations including video layouts and pane numbers from within a virtual matrix.

Procedure 19-8
Edit Monitors within a Virtual Matrix

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **Show All** from the drop down menu.
3	Right click on the virtual matrix to be edited.
4	Select **Edit**.
5	Expand the Monitors section. • To renumber monitors: **a** Deselect **Add monitor ranges automatically.** This enables you to enter the first pane numbers to be used in each display. **b** Enter the first pane number in the **First pane** text box of the selected monitor. **c** Enter the first pane numbers of subsequent displays. Last pane numbers update automatically. • To change Video Layout: **a** Double click the video layout of the display to be changed. **b** Select the drop down menu. **c** Select the configuration required from the drop down menu. New configuration displays in layout. **d** Repeat steps b and c as required to change configuration on further displays.
6	Select **Save**. Refer to Save and Close options for more information.

- End -

Show Virtual Matrix Profiles

Display a list of all existing virtual matrix profiles.

Procedure 19-9
Show Virtual Matrix Profiles

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **Show All** from the drop down menu. A list of virtual matrices is displayed.

Note

Activating a VM profile on one workstation will activate it on all of the other workstations if the override user layout is selected in the VM settings.

- End -

Activate a Virtual Matrix

Activate a virtual matrix.

Note

This may override the user layout on both local and remote workstations.

Procedure 19-10
Activate a Virtual Matrix Profile

Step	Action
1	Select **Activate Virtual Matrix** from the Home tab. The list of available virtual matrices will be displayed.
2	Select the Virtual Matrix Profile from the drop down list. The virtual matrix profile will activate in surveillance window.

- End -

Deactivate a Virtual Matrix Profile

Deactivate a virtual matrix profile.

Note

Deactivating a virtual matrix profile only affects the client on which you deactivate it, other clients running the virtual matrix will still be in virtual matrix mode.

Procedure 19-11
Deactivate a Virtual Matrix Profile

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **Show All** from the drop down menu.
3	Right click the active virtual matrix.
4	Select **Deactivate Profile**.

- End -

Delete a Virtual Matrix Profile

Remove a virtual matrix profile from the system.

Procedure 19-12
Delete a Virtual Matrix Profile

Step	Action
1	Select **Virtual Matrix** from the Build tab.
2	Select **Show all**.
3	Right click the profile to be removed.
4	Select **Delete**. Dialog displays asking whether you really want to delete the object.
5	Select **Yes** to Delete or **No** to cancel.

- End -

Keyboards

Introduction

Supported Keyboards

When a virtual matrix is active, the following CCTV keyboards can be used:

Table 20-1 Keyboards Supported by the client

FEATURES	KEYBOARDS						
	System	AD Touch Tracker	AD2088/AD2089	ADC200	ADC300	ADC1100	Pelco KBD300A*
Camera/Monitor Call up	✓	✓	✓	✓	✓	✓	✓
Standard PTZ Controls	✓	✓	✓	✓	✓	✓	✓
Keyboard Macros			✓			✓	
Salvos		✓	✓	✓	✓	✓	✓
Tours		✓	✓	✓	✓	✓	
Patterns		✓	✓				
Presets		✓	✓	✓	✓	✓	✓
Focus/Iris Control		✓	✓	✓	✓	✓	✓
Flip		✓	✓	✓	✓	✓	
Keyboard Functionality**							

*Using ASCII protocol (When Connected via RS-422)

** See Keyboard/Matrix Switcher Manual for specific functionality

Note

1. When using a system keyboard commands can only be sent if the surveillance window has focus. The keyboard displayed in the device list will change from offline to online as the surveillance window gains and loses focus.
2. Any other keyboard will not be affected and will continue to operate regardless of whether the client has focus or not.
3. A system keyboard can only be edited locally.
4. It is required that repeat is set to off for all keyboards. Refer to your keyboard's manual for instructions. Undesired effects may occur if repeat is set to 'on' or 'auto'.

Add a new AD/Pelco Keyboard

You can add a supported AD or Pelco keyboard to the system.

Procedure 20-1
Add a new AD/Pelco Keyboard

Step	Action
1	Select **Keyboards** from the Setup tab.
2	Select **New** from the drop down menu.
3	Enter a name for the keyboard in the **Name** text box.
4	Enter a description for the keyboard in the **Description** text box.

Note

The **Enabled** checkbox is selected by default. To deactivate the keyboard, deselect the checkbox.

5	Expand the Keyboard Section: **a** Select the **Model** from the drop down list. **b** Select the **COM Port** from the drop down list. **c** Select the **Baud Rate** from the drop down list.
6	Select **Save**. Refer to Save and Close options for more information.

- End -

Add a System keyboard

You can add a supported system keyboard.

Note

A system keyboard is active only when a virtual matrix is active and a surveillance window has focus. The keyboard displayed in the device list will change from offline to online as the Surveillance window gains and loses focus.

When using a system keyboard commands can be used to control dome cameras. These commands can be referenced in Table 20-2 System Keyboard Commands.

Procedure 20-2
Add a Supported System Keyboard

Step	Action
1	Select **Keyboards** from the Setup tab.
2	Select **New** from the drop down menu.
3	Enter a name for the keyboard in the **Name** text box.
4	Enter a description for the keyboard in the **Description** text box. **Note** The **Enabled** checkbox is selected by default. To deactivate the keyboard, deselect the checkbox.
5	Expand the Keyboard section and select System Keyboard from the **Model** drop down list. The **COM Port** and **Baud Rate** drop down list will disappear.
6	Select **Save**. Refer to Save and Close options for more information.

- End -

System Keyboard Commands

When using a System keyboard various key commands can be used to control Dome cameras. These commands can be seen inTable 20-2 System Keyboard Commands.

Table 20-2 System Keyboard Commands

COMMAND	ACTION
Arrow Keys	Pan/Tilt
Number pad Arrow Keys	Pan/Tilt
+/- (number pad)	Zoom In/Out
-/= (_/+)	Zoom In/Out (does not require shift)
#M	Monitor (where # is a number on the range 1 ... 999)
#K	Camera (where # is a number on the range 1 ... 9999)
q	Rewind
w	Stop
e	Pause
r	Play
t	Fast Forward
s	Jump to Date (Expects 4 digit number in month day format)
d	Jump to time (expects 4 digit number in 24 hour format

Edit a Keyboard

You can make changes to configured keyboards.

Procedure 20-3
Edit a Keyboard

Step	Action
1	Select **Keyboards** from the Setup tab.
2	Select **Show All** from the drop down menu.
3	Right click on the keyboard to be edited.
4	Select **Edit**.
5	Make changes as required.
6	Select **Save**. Refer to Save and Close options for more information.

- End -

Delete a Keyboard

You can delete a configured keyboard.

Procedure 20-4
Delete a Keyboard

Step	Action
1	Select **Keyboards** from the Setup tab.
2	Select **Show All** from the drop down menu.
3	Right click on the keyboard to be deleted.
4	Select **Delete**. Warning dialog displays.
5	Select **Yes** to delete or **No** to cancel.

- End -

Display all Keyboards

You can display all keyboards as a list. Refer to Object Lists for more information. Keyboards are also displayed in the Device List.

Procedure 20-5
Display all Keyboards

Step	Action
1	Select **Keyboards** from the Setup tab.
2	Select **Display all**. All keyboards will display as a list. Refer to Object Lists for more information on managing lists.

- End -

Add a Keyboard Offline Alert

You can create a keyboard offline alert which will trigger automatically if a keyboard goes offline. Keyboard online or offline status are shown in both device list and show all list.

Procedure 20-6
Add a Keyboard Offline Alert

Step	Action
1	Select **Keyboards** from the Setup tab.
2	Select **Show All** from the drop down menu.
3	Right click the keyboard to which the alert is to be added.
4	Select **Edit**.
5	Expand the Alerts Section.
6	Select in the Alerts section.
7	Select the alert type from the left column of the dialog box.
8	Select the object from the right column.
9	Select **OK**.

- End -

Video Wall

21

Introduction

The Video Wall feature uses client to client communication to enable layout components to be sent between displays attached to different workstations.

The available features of the video wall is determined by the role of the user.

In order to send layout components to a remote system, the component must already be open on the sender's system, therefore the role of the sender user must allow the layout component to be displayed.

Similarly, the role of the receiver must be able to display the layout components sent to it.

Components are generally sent from a client workstation via the device list or a tab using the context menu's 'Send To' function.

Workstations can be edited to configure how they behave when sending/receiving components. Refer to Procedure 26-10 Edit a Workstation - Local Removal After Sending.

Send Layout Components to a Remote Workstation

You can send layout components from your local client to a display attached to a Remote workstation. It is important to note that the ability of workstations to send and receive components is governed by the roles of the operators logged in to the workstations. Refer to Procedure 32-3 Edit a Role.

You can configure workstations to automatically accept/reject client to client requests. Refer to Procedure 26-10 Edit a Workstation - Local Removal After Sending for more information.

This procedure describes sending video to a remote workstation directly from a local video pane, the same steps can be used by right clicking a tabbed window or camera/recorder in the device list.

Procedure 21-1
Send Layout Components to a Remote Workstation

Step	Action
1	Right Click on the video pane of the video stream to be sent.
2	Select **Send To**.
3	Select the Workstation to send the video.
4	Select the display to send the video.

Note

1. If the workstation is configured to reject client to client requests, it will be highlighted red and you will receive a dialog asking do you want to force this action.
2. To configure how workstations behave when sending/receiving video, refer to Procedure 26-10 Edit a Workstation - Local Removal After Sending.

- End -

Receive Layout Components from a Remote Workstation (Reject Client to Client enabled)

When a layout component is sent to a display attached to your workstation, depending upon how your workstation is configured, you may need to accept the request before the component will display. This procedure assumes the Reject Client to Client setting is enabled.

If Reject Client to Client setting is not enabled, video sent to your workstation will display automatically.

If Reject Client to Client setting is enabled, you will need to accept the request.

To configure how workstations behave when sending/receiving video, refer to Procedure 26-10 Edit a Workstation - Local Removal After Sending .

Procedure 21-2
Receive Layout Components from a Remote Workstation (Reject Client to Client enabled)

Step	Action
1	**Accept?** dialog displays indicating someone is trying to send you a client to client. Dialog prompts '**Would you like to accept**?'
2	Select **Yes** to accept and display the client to client. Select **No** to Reject.

- End -

Sites

22

Introduction

A site list is a user definable list which contains folders into which you can drag devices and objects. In general, any object listed on the setup or build tabs may be added to a site folder. The Sites feature allows users to organize and group objects and networks in a customized virtual site instead of the traditional device driven view.

Object types which can be added to sites include:

- Layouts
- Events
- Operators
- Roles
- Cameras
- Video Actions
- Keyboards
- Recorders
- Salvos
- Tours
- Virtual Matrices
- Analog Matrices

You can create folders with meaningful names and organize the objects within by selecting those which are relevant to that folder. For example, you may have a folder named ‘East Car Park’ and in that folder, have the cameras, tours and salvos associated with that particular area.

The Site List can then be used as a quick point of reference for opening a particular object when required. Available features are determined by the role of the user.

Create a Site

You can add a new site which allows you to group and manage devices in a specific area.

Procedure 22-1
Create a Site

Step	Action
1	Select **Sites** from the Home tab. The Sites window displays.
2	Right click in the white space within the sites window.
3	Select **Add Site**. A new folder is created called New site.
4	To rename the new site folder:
	a Right click the folder.
	b Select **Rename Site**. Enter the new site name and select **OK** to save or **Cancel** to exit. You can now add objects to the new sites. Refer to Procedure 22-2 Add an Object to a Site.

Note

Site list will reorder alphabetically, reacting as sites are added, deleted or renamed.

- End -

Add an Object to a Site

You can add objects to an existing site. Refer to Procedure 22-1 Create a Site for information on creating a new site.

In general, any object can be added to a site by dragging and dropping from the object list or device list into the site folder.

Procedure 22-2
Add an Object to a Site

Step	Action
1	Select **Sites** from the Home tab. Sites window opens.
2	Select the object type to be added to the site. (Typically from the object list).
3	Drag and drop into the relevant sites folder.
4	Repeat step 2 until all required objects are in the site folder.

- End -

Remove Objects from the Sites List

Individual objects may be removed from site lists.

Note

The object is removed from the site list only and is still available to use in the client.

Procedure 22-3
Remove Objects from the Sites List

Step	Action
1	Select **Sites** from the Home tab. The Sites window displays.
2	Select ▷ next to the folder of the site containing the object to be removed. All objects within that site display.
3	Right click the object to be removed.
4	Select **Remove from list.** Object is removed from the site list but remains in system.

- End -

Delete Objects from Site List

Individual objects may be deleted from the site list.

Caution

This procedure deletes objects permanently. After deletion from the site list, objects are no longer available to use in the client.

Procedure 22-4
Delete Objects from Site List

Step	Action
1	Select **Sites** from the Home tab. The Sites window displays.
2	Select ▷ next to the folder of the site containing the object to be deleted. All objects within that site display.
3	Right click the object to be deleted.
4	Select **Delete.** Object is deleted from the site list and is also deleted from the client.

- End -

Copy Objects between Sites

Objects may be associated with more than one site. Individual objects listed on one site may be copied to other sites.

Note

Objects which are copied between sites are not removed from the original site.

Procedure 22-5
Copy Objects between Sites

Step	Action
1	Select **Sites** from the Home tab. The Sites window displays.
2	Select ▷ next to the folder of the site containing the object to be copied.

3	Select the object to be copied and drag to the sites folder into which it is to be added. The object now displays in the new sites folder as well as the original.

- End -

Delete a Site

Delete a site. This removes objects associated with the site, but does not delete them from the system.

Procedure 22-6
Delete a Site

Step	Action
1	Select **Sites** from the Home . The Sites window displays.
2	Right click on the site to be deleted.
3	Select **Delete Site**. The site is deleted from the site list.
4	Select **Yes** to delete or **No** to cancel.

- End -

Vault

23

Introduction

Users can protect media items (i.e. audio and video) using the Vault feature. Vaulting an item applies a rule to a specific segment of footage on a VideoEdge NVR 4.2+ tagging it as protected media and preventing it from being data culled.

In general, items can be vaulted from wherever the export option is available.

Note

This feature is available on VideoEdge NVR 4.2+ only.

Where a user has ‘Protect’ permissions, items can be vaulted by:

- Direct Export
- Search and Retrieve Wizard - via the ‘**Vault Results**’ checkbox on the summary page (Date and Time search only, not applicable to Advanced searches)
- Event Viewer - via export clip
- Activity List - via right click, investigate
- Search Result list - via the export clip
- Map Viewer - via export clip

Vaulting options are disabled where non supported recorders are selected and when BOTH non supported and supported recorders are selected a warning is displayed.

Vault List

All vaulted items are listed in the Vault list.

From the Vault list you can:

- Drag items into the Search and Retrieve wizard and use them as a basis for a search.This selects the camera and sets the time range of the search.

Note

If a subsequent vaulted item belonging to the same camera is dragged into the search and retrieve wizard, it will replace the previous selection and change the search time frame.
If the item belongs to a different camera, a Yes/No dialog displays offering the option to override the time frame and have both cameras selected.
You can also drag cameras and or dates from the vault list into the wizard. This means one camera can contain multiple vaults. In these instances the time range is changed to have a start of the earliest of the vault start date/times and the end to be the latest of the vault end dates/times.

- Drag items into a surveillance pane in which the items are treated as cameras.
- Double click items to launch investigator mode, paused at the item's start time.

Hovering on each level of item in the Vault List displays a summary of what is contained in the level below.

Procedure 23-1
Display the Vault List

Step	Action
1	Select **Clips** from the **Home** Tab.
2	Select **Vault List** form the dropdown menu. Vault list displays

- End -

Vault Explorer

The Vault Explorer provides a means to filter vaulted items by recorder, camera and time range.

It lists all recorders on the device list which have vaults branching for each camera with vaulted data held against it as seen below:

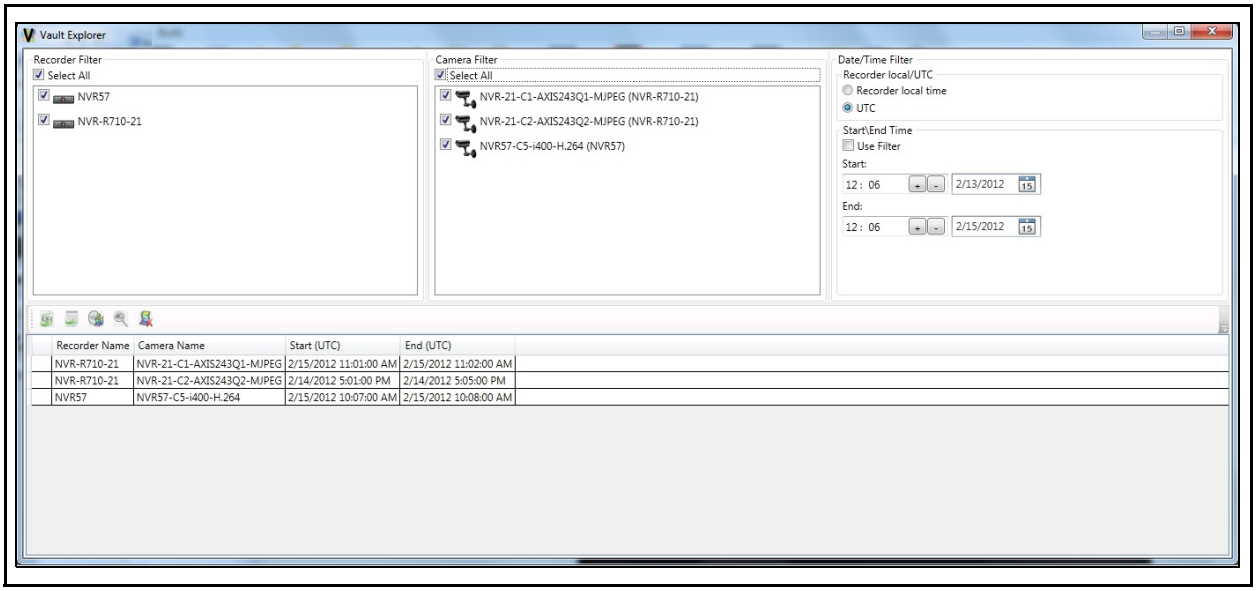


Figure 23-1 Vault Explorer

Locate vaulted Items using the Vault Explorer

You can use the Vault Explorer as a tool to locate specific vault items. Up to four filters can be applied to help locate an item(s).

Procedure 23-2
Locate Vaulted items using the Vault Explorer

Step	Action
1	Select **Clips** from the **Home** tab.
2	Select **Vault Explorer** from the dropdown menu. Vault Explorer displays.
3	**Recorder Filter** section - Select the checkbox for each of the recorders to filter by. Cameras that are associated with the selection and have vaulted media display in the **Camera Filter** section.

Note

If a camera has vaulted media but has since been removed from the Recorder, it will still appear in the **Camera Filter** section.

4 **Camera Filter** section - Select the checkbox for each of the cameras to filter by.

5 Select:

- **a** **Date/Time Filter** - Select either **Recorder Local** or **UTC** to display vaulted media by Recorder Local or UTC times.
- **b** **Date/Time Filter** - Select **Use Filter** if required.
- **c** Select **Start** and **End** time and dates. Results are displayed in the results section.

Note

Selecting the **Use Filter** check box will apply **Start/End Time** filters. Deselecting the box will remove filters.

- End -

Object Lists

Introduction

Object lists are generally displayed using the Show All menu option from the object buttons in the Setup. They display details of all objects associated with the system.

The lists will always contain a name and description of the object type. Depending on which type of object is being displayed more information may be available. Objects may be edited, deleted or viewed from the object list.

24

Display Object List

You can view lists of system objects from within the client. Every object type has a show all option in its drop down menu.

Procedure 24-1
Display Object List

Step	Action
1	Select the required object from the setup or build tab.
2	Select **Show all** from the drop down menu. A new tab displays a list of the selected objects displays as seen in Figure 24-1 Show all Operators tab.

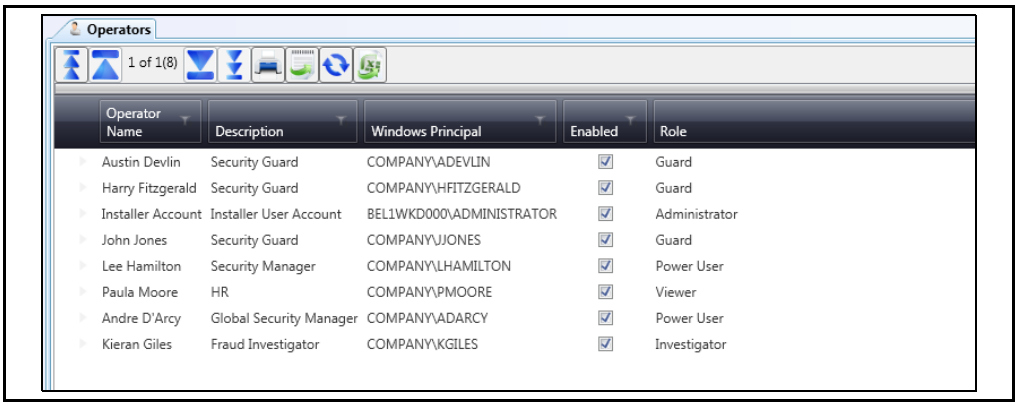


Figure 24-1 Show all Operators tab

- End -

Sort Objects within Object List

You can sort objects within a list by selecting the field names.

Procedure 24-2
Sort Objects within Object List

Step	Action
1	Select the required object from the setup or build tab.
2	Select **Show all** from the drop down menu. A new tab displays a list of the selected objects as seen in Figure 24-1 Show all Operators tab.
3	Select the field header to sort alphabetically or numerically.

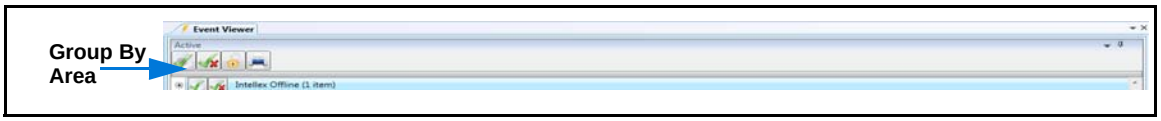
- End -

Object List - Group by Field

You can group any object list by field names using the Group By Area.

Procedure 24-3 Object List - Group by Field

Step	Action
1	Display the Object List.
2	Select the **Group by Area** to expand enable dragging of items into it. The Group by Area is the Solid bar under the object list controls.



3	Click and drag the column header into the group area. The group area updates accordingly.
4	Multi group the items by adding more column headers.
5	Use the controls in the Group by Area to view items.

- End -

Filter Object Lists

You can filter Object lists to find specific information within a list or limit the scope of the list.

Procedure 24-4 Filter Object List

Step	Action
1	Select the required object from the setup or build tab.
2	Select **Show all** from the drop down menu. A new tab displays a list of the selected objects.
3	Select the filter icon from required column header for which the data is to be filtered. Refer to Figure 24-2.

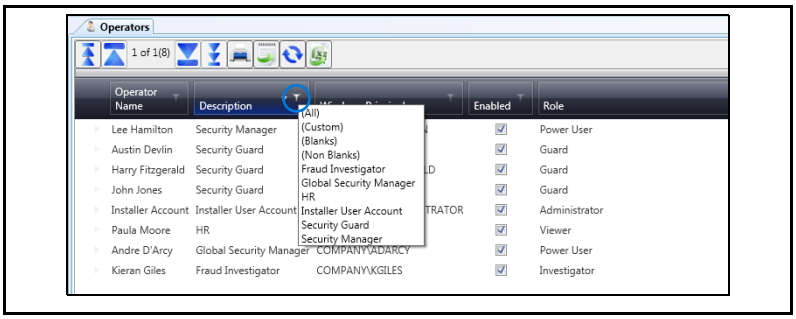


Figure 24-2 Filter icon with filter list

4 Select the filter criteria from the drop down list. The object list will update to reflect the filter.

- End -

Custom Filter Object Lists

You can add a custom filter to object lists to find specific information or limit the scope of the list.

Procedure 24-5
Custom filter Object Lists

Step	Action

1 Select the required object from the setup or build tab.

2 Select **Show all** from the drop down menu. A new tab displays a list of the selected objects.

3 Select the filter icon from the required column header for which the data is to be filtered.Refer to Figure 24-2.

4 Select **Custom** from the drop down list. Figure 24-3 Custom Filter Selection window displays.

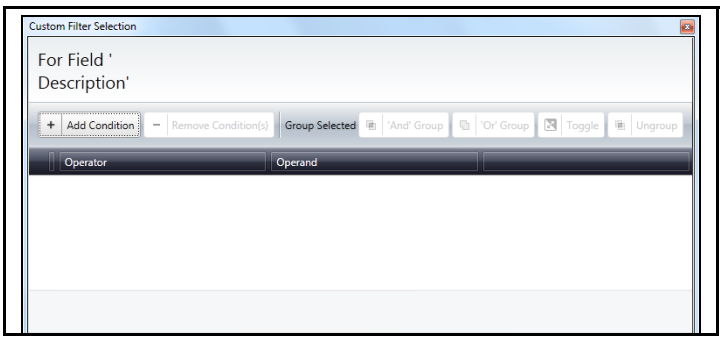


Figure 24-3 Custom Filter Selection window

5 Select **Add Condition**.

6 Select the **Operator** from the operator drop down list.

7 Select the **Operand** from the operand drop down list.

8 Select **OK**. The object list will update to reflect the filter.

- End -

Export List (.XPS)

You can export object lists as an .xps file using the 'Export the grid' function.

Note

When using the export the grid function, only the page which is visible gets exported.

Procedure 24-6
Export List as a .xps file

Step	Action
1	Display the required object list using Procedure 24-1 Display Object List and sort and filter as necessary using: • Procedure - Sort Objects within Object List • Procedure - Filter Object List • Procedure - Custom filter Object Lists
2	Select the **Export the Grid** icon from the list control panel. The **Save As** dialog box displays.
3	Enter a name for the.xps file in the File Name field.
4	Navigate to where the.xps file will be saved.
5	Select **Save**. The .XPS file is now saved to the selected location.

- End -

Export the Object list to Excel

You can export and save object lists as an Excel document.

Procedure 24-7
Export the object list to Excel

Step	Action
1	Display the required object list using Procedure 24-1 Display Object List and sort and filter as necessary using: • Procedure - Sort Objects within Object List • Procedure - Filter Object List • Procedure - Custom filter Object Lists.
2	Select the from the list control panel. The **Save As** dialog box displays.
3	Navigate to the Save in Folder.
4	Select **Save**.

- End -

External Applications

Introduction

This allows users to add a button to the Home toolbar so external applications can be launched from within the client. A maximum of six applications can be added.

Add an External Application

You can add a new button to specify an external application which can be launched from within the client.

Note

External Applications are not retained unless the user saves them as part of a layout. If the layout is not saved, they will not appear when the client is restarted or another layout is selected. Refer to Layout Manager for further information on saving layouts.

Procedure 25-1
Add an External Application

Step	Action
1	Select **Add** on the Home tab.
2	From the 'Select an application to link to the button' dialog box, navigate to the .exe file to be added as a shortcut to the client.
3	Select the **.exe** file.
4	Select **Open**

The application's icon will now display in the external section of the Home tab and the program will launch when the icon is selected.

- End -

Edit an External Application's Name

You can edit the name assigned to an external application's icon.

Procedure 25-2
Edit an External Application's Name

Step	Action
1	Right click the Application's Icon in the Home tab.
2	Select **Edit Properties**. The Name dialog box displays.
3	Edit the name of the application in the text box.
4	Select **OK** to save the change or **Cancel** to exit without saving.

- End -

Remove an External Application

You can remove an External application icon. The application can then no longer be launched from the client GUI.

Procedure 25-3
Remove an External Application

Step	Action
1	Right click the Application Icon in the Home tab.
2	Select **Remove**.

- End -

Workstations

Introduction

Workstations refers to machines running victor unified client software.

Workstation configuration allows you to edit various attributes including the name and description of workstations as well as configuring Client to Client Communication.

From the workstation context menu, you can log out from the workstation or remotely log other operators out.

26

Display Workstations

You can display a list of all workstations on the network which are running victor client.

Procedure 26-1
Display Workstations

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All connected workstations are listed.

- End -

Delete Workstation

You can delete workstations from the system.

Procedure 26-2
Delete Workstation

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Right click on the workstation to be deleted.
4	Select **Delete**. A Warning message displays.
5	Select **Yes** to Delete or **No** to Cancel.

- End -

Identify Displays attached to Workstations

You can use the identify monitors tool to display the name of all the monitors associated with each client workstation. Monitor name is displayed for 3 seconds as a translucent, full screen overlay.

Procedure 26-3
Identify Monitors

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Right click on the workstation that is connected to the monitors to be identified.
4	Select **Identify Monitors**. Monitor name is displayed for 3 seconds.

- End -

Log out a Remote Operator

You can remotely log out operators from workstations on the network.

Procedure 26-4
Log out a Remote Operator

Step	Action
1	Select **Devices** from the Home tab.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Right click the workstation which the operator is logged into.
4	Select **Log operator out**. Warning dialog box displays asking Are you sure you want to logout workstation XXXX?
5	Select **Yes** to log the operator out, or **No** to cancel.

- End -

Rename a Display

Default display names are Display 1,2,3, etc. You can rename displays as required.

Procedure 26-5
Rename a Display

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Select ▷ next to the workstation which is attached to the display to be renamed.
4	Select ▷ next to **Monitors**.
5	Right click the display to be renamed.
6	Select **Rename**. Textbox displays.
7	Enter the new name for the display in the Name text box.
8	Select **OK**. The display will be renamed. Refer to Procedure 26-3 Identify Monitors to verify the change.

- End -

Edit a Display

Displays can be configured to automatically accept or reject client to client requests by selecting/deselecting the **Turn off Client to Client Communication** checkbox.

When selected, receiving displays will not automatically accept components from sending workstations. Instead, the sender is informed that the receiver is set up to reject and asked whether to force the component. When this happens, the receiver receives a message asking whether to accept the component, and selects yes or no.

The sending Workstation is informed whether a receiving display is in ‘Reject’ mode in two ways:

- A ‘Rejecting’ dialog displays next to the display name when attempting to send.
- The receivers Display Name highlights in red, indicating reject mode.

Procedure 26-6
Edit a Display

Step	Action
1	Select **Devices** from the Home tab. Device List displays.

2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Select ▷ next to the workstation which is attached to the display to be edited.
4	Select ▷ next to **Monitors**.
5	Right click the display to be edited.
6	Select **Edit**. The Display Editor opens.
7	Expand the **General** section.
8	Edit the **Name** or **Description** fields as required.
9	Expand the **Client to Client Communication** section.
10	Select/Deselect the **Turn Off Client to Client Communication** field as required.
11	Select **Save**. Refer to Save and Close options for further information.

- End -

Delete a Display

You can delete a display from a workstation.

Procedure 26-7
Delete a Display

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Select ▷ next to the workstation which is attached to the display to be deleted.
4	Select ▷ next to **Monitors**.
5	Right click on the display to be deleted.
6	Select **Delete**. A warning dialog box displays.
7	Select **Yes** to delete or **No** to cancel.

- End -

Refresh all Workstations

You can perform a refresh on all workstations with one action.

Procedure 26-8
Refresh all Workstations

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Right click **Workstations**.
3	Select **Refresh**.

- End -

Refresh Individual Workstations

You can perform a refresh on an individual workstation.

Procedure 26-9
Refresh Individual Workstations

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Right click the workstation to be refreshed.
4	Select **Refresh**.

- End -

Client to Client Communication

Local Removal After Sending

Workstations can be configured to control whether components sent to other workstations are removed or remain in the sender's workspace. This is done by checking the **Local Removal After Sending** checkbox.

When checked, sent components are removed from the sending workstation. When unchecked, components remain on the sending workstation.

Procedure 26-10
Edit a Workstation - Local Removal After Sending

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Right click the workstation to be edited.
4	Select **Edit**. Workstation Editor displays.
5	Expand the **Client to Client Communication** section.
6	Select/Deselect the **Local Removal After Sending** checkbox.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Turn off Client to Client Communication

Workstations can be configured to automatically accept or reject client to client requests by Selecting/Deselecting the **Turn off Client to Client Communication** checkbox.

When selected, receiving workstations will not automatically accept components from sending workstations. Instead, the sender is informed that the receiver is set up to reject and asked whether to force the component. When this happens, the receiver receives a message asking whether to accept the component, and selects yes or no.

The sending workstation is informed whether a receiving workstation is in 'Reject' mode in two ways:

- A 'Rejecting' dialog displays next to the workstation name when attempting to send.
- The receivers Display Name highlights red, indicating reject mode.

Procedure 26-11
Edit a Workstation - Client to Client Communication

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Right click the workstation to be edited.
4	Select **Edit**. Workstation Editor displays.
5	Expand the **Client to Client Communication** section.
6	Select/Deselect the **Turn off Client to Client Communication** checkbox as required.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Maximize on Primary Monitor

Workstations can be configured to display layout components received using Client to Client Communication as maximized on the primary monitor.

Procedure 26-12
Maximize on Primary Monitor

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Right click the workstation to be edited.
4	Select **Edit**. Workstation Editor displays.
5	Expand the **Client to Client Communication** section.
6	Select/Deselect the **Maximise to Primary Monitor** checkbox as required.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Configure Workstation as an Agent

Workstations can be assigned as ‘Agents’. This means the displays attached to these workstations appear as local displays in relation to the sender’s workstation. Instead of filtering by workstation to navigate to a display, users can navigate directly to these displays.

Procedure 26-13
Configure Workstation as an Agent

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Workstations** in the Device List window. All workstations are listed.
3	Right click the workstation to be edited.
4	Select **Edit**. Workstation Editor displays.
5	Expand the **Client to Client Communication** section.
6	Select/Deselect the **Agent** checkbox as required.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Call ups

Introduction

There are three types of call ups, Tours, Salvos and Saved views.

Call ups are managed from within the call up list which allows users via right click to view, edit, delete and run tours, salvos and saved views.

For further information refer to the following:

- Tours
- Salvos
- Layout Manager

Display Call up List

Display the call up list to enable salvos, tours and saved views to be viewed, edited and run. To edit call ups, refer to Procedure 10-4 Edit a Salvo and Procedure 9-2 Edit an existing Tour.

Procedure 27-1
Display Call up List

Step	Action
1	Select **Call ups** from the Home tab. The call up list displays in a docked window.
2	Right click the specific call up to View, Send To, Edit, or Delete.

- End -

Analog Matrix

Introduction

You can add Megapower 3200 and MegaPower 48 Plus analog matrices to the system. Each matrix can specify one or more workstations to which they are serially connected. Once added to the system, the matrices will be available for inclusion in virtual matrix profiles so they can be controlled from a particular workstation via an attached keyboard.

Once the matrix has been added to the system, it will be displayed along with other system devices in the Device List.

A typical analog matrix configuration will have video feeds to the matrix coupled to a recorder which may already be part of the victor system. With this setup the virtual matrix allocates a camera Id to both the recorder camera and the analog matrix input.

The camera mappings are also required to allow playback from the keyboard "Orange Buttons" when the user selects a camera associated with the analog matrix this will allow the virtual matrix to identify its associated recorder if one is available and take the appropriate action as to retrieve the clip and playback or signal an invalid operation.

Analog Matrix Editor

You can edit the configuration of analog matrices. Using the Analog Matrix editor you can configure basic matrix properties via the **General** and **Analog Matrix Setup** sections.

The **Workstation Connections** section is used to configure the COM Port, Baud Rate and Playback Monitor specific settings for each workstation matrix connection. Remote workstations can be dragged and dropped here from the Device List.

The **Inputs and Analog Matrix Playback Configuration** section of the editor is used to configure camera mappings. Camera mappings are required to enable playback from keyboard ‘Orange Buttons’.

To configure the camera mappings, video streams which are already present on the victor system via a recorder are dragged from the device list onto the Analog Matrix editor "Camera Mapping" list. To manipulate the sequence of the list, delete, move up and move down functionality is available via a toolbar and context menu.

Satellite Sites - The MP3200 allows a satellite site configuration permitting a site to access the resources of one or more remote sites. This feature is not available on MP48 nor MP48+ matrices.

Before adding an analog matrix it should be correctly configured via its supporting configuration application (EasyCPU for MP3200 and Easy 48 for MP48).

Note

1. Any video stream and monitor resources configured during the victor setup are always considered available to the associated victor workstation.
2. Once an Analog Matrix has been added to victor, the victor workstation will always expect it to be available, no attempt will be made to poll the device for status.

Create an Analog Matrix

Users can define and add a analog matrices to the system using the Analog Matrix editor.

Procedure 28-1
Create an Analog Matrix

Step	Action
1	Select **Analog Matrix** from the Setup tab.
2	Select **New** from the drop down list.
3	In the General section enter a name in the **Name** text box.
4	Enter a description in the **Description** text box.
5	The Enabled checkbox is selected by default. To disable the Analog Matrix, deselect the checkbox.
6	Expand the **Analog Matrix Setup** section. Select the model to be added: • **MegaPower 3200** Or • **MegaPower 48**
7	Enter the Site number in the **Site** textbox. **Note** Sites textbox is only available if MP3200 has been selected at Step 6.
8	Enter the number of cameras in the **Camera Count** textbox.
9	Enter the number of monitors in the **Monitor Count** checkbox.
10	Enter a Username in the **Username** textbox.
11	Enter a password in the **Password** textbox.
12	Check the **Requires Authentication** checkbox if you require users to authenticate before accessing the analog matrix.
13	Expand the **Workstation Connections** section. Use this section to configure workstations associated with the analog matrix.
14	Select the workstation to attach the analog matrix to. (The current workstation is automatically added to the connection list along with default values for COM port, Baud rate and Playback Monitor, to add further remote workstations, drag them from the device list as required.)

15 Double click default **COM port** and select an alternative from the dropdown if required.

Note

1. If a COM port is already in use by another device, it will appear as greyed out in the drop down list. You can see which device is using the COM port by viewing the tooltip.
2. Select **Blank** to have no COM port assigned.

16 Double click default **Baud Rate** and select an alternative from the dropdown if required.

17 Double click default **Playback Monitor** and select alternative from the dropdown if required.

18 Double click default value for **Playback to Analog Matrix**.

19 Select or deselect the **Enabled** checkbox to enable or disable the feature.

20 Enter the Matrix Input value in the **Matrix Input** textbox.

21 Add further remote workstations by dragging and dropping them from the Device List onto the Connection List.

22 Configure remote workstations as required (Refer to Steps 13-20 above).

23 Expand **Inputs and Analog Matrix Playback Configuration** Section. Use this section to configure camera mappings and assign Pseudo numbers to analog inputs.

24 Associate video feeds as required by dragging cameras or recorders from the device list into the Inputs Configuration list.

Note

For information on how to edit the list/mapping refer to Procedure 28-4 Edit Analog Matrix - Configure Inputs.

25 Expand the **Satellite Sites** section.

26 Drag required Satellite Sites from the Device list into the Satellite Sites list in the editor.

27 Select **Save**.

Refer to Save and Close options for more information.

- End -

Edit Analog Matrix - General/Setup Properties

You can make changes to general properties of an Analog Matrix. Editable properties include Name, Description, Enabled/Disabled, Model, Camera Count and Monitor Count.

Procedure 28-2
Edit Analog Matrix - General/Setup Properties

Step	Action
1	Select **Analog Matrix** from the Setup tab.
2	Select **Show all** from the drop down menu.
3	Right click the Analog Matrix to be edited.
4	Select **Edit**. Analog Matrix editor displays.
5	Expand the **General** section if changes are to be made.
6	Make edits as required to: • Name • Description • Enabled (Check or uncheck Checkbox)
7	Expand **Analog Matrix Setup** if changes are to be made.
8	Make edits as required to: • Model (Select from dropdown) • Site (Numerical value only) • Camera Count (Numerical Value only) • Monitor Count (Numerical Value Only) • Username • Password • Requires Authentication (Check or uncheck checkbox)
9	Select **Save**. Refer to Save and Close options for more information.

- End -

Edit Analog Matrix - Add/Remove/Edit Workstation Connections

You can add/remove workstations associated with the matrix as well as change the COM Port, Baud rate and Playback Monitor of specific workstations.

Procedure 28-3
Edit Analog Matrix - Add/Remove/Edit Workstation Connections

Step	Action
1	Select **Analog Matrix** from the Setup tab.
2	Select **Show all** from the drop down menu.
3	Right click the Analog Matrix to be edited.
4	Select **Edit**. Analog Matrix editor displays.
5	Expand the **Workstation Connections** section.
6	To Add a remote workstation to the list: **a** Select the Workstation in the Device List. **b** Drag the workstation to the Workstation Connections list. **c** Release the workstation. The list updates to include the new remote workstation.
7	To Edit properties of a workstation: **a** Double click the value to be changed. **b** Select the new value from the drop down list. Value updates to the new selection.
8	To Remove a workstation from the list: **a** Select the workstation to be removed. **b** Right Click the workstation. **c** Select **Remove '*Workstation Name*'**. Workstation list updates.
9	Select **Save**. Refer to Save and Close options for more information.

- End -

Edit Analog Matrix - Configure Inputs

You can configure camera mappings and associations within the Analog Matrix editor. Camera mappings are required to enable playback from keyboard ‘Orange Buttons’.

Procedure 28-4
Edit Analog Matrix - Configure Inputs

Step	Action
1	Select **Analog Matrix** from the Setup tab.
2	Select **Show all** from the drop down menu.
3	Right click the Analog Matrix to be changed.
4	Select **Edit**. Analog Matrix editor displays.
5	Expand the **Inputs Configuration** section.
6	Drag video feeds from the device list as required and drop them into the list. You can drag recorders or cameras into the list. **a** Drag a video stream (Camera OR Recorder) from the device list and drop it in the inputs list. The list populates with the video streams. **b** If required, renumber the default Pseudo Numbers. • **To renumber a single input:** **a** Select the cell containing the Pseudo number to be changed. **b** Enter the new number in the textbox at the top of the section between the **All** and **Selected** buttons. **c** Select **Selected**. The new number displays in the Pseudo number list. • **To renumber all inputs:** **a** Enter the first number of the new range in the textbox at the top of the section between the **All** and **Selected** buttons. **b** Select **All**. All numbers change to the new selection.
7	You can edit the sequence of the list as well as change video streams by using the list’s context menu.
8	Select **Save**. Refer to Save and Close options for more information.

- End -

Add/Remove Satellite Sites

Satellite Sites - The MP3200 allows a satellite site configuration permitting one site access to the resources of one or more remote sites. This feature is not available on MP48 nor MP48+ matrices.

Procedure 28-5
Add/Remove Satellite Sites

Step	Action
1	Select **Analog Matrix** from the Setup tab.
2	Select **Show all** from the drop down menu.
3	Right click the Analog Matrix to be edited.
4	Select **Edit**.
5	Expand the **Satellite Sites** section.
6	To Add a Satellite Site: **a** Select the Analog Matrix from the Device List. **b** Drag and Drop the Analog Matrix from the Device List into the Satellite Site list.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Delete an Analog Matrix

You can delete an Analog Matrix from the system (including all references).

Procedure 28-6
Delete an Analog Matrix

Step	Action
1	Select **Analog Matrix** from the Setup tab.
2	Select **Show all** from the drop down menu.
3	Right click the Analog Matrix to be deleted.
4	Select **Delete**. '**Really Delete the specified object(s)?**' dialog displays.

5 Select **Yes** to Delete or **No** to cancel.

- End -

Reconnect to an Analog Matrix

You can reconnect to an Analog Matrix if a connection has been broken, without needing to edit the properties of the Analog Matrix.

Procedure 28-7
Reconnect to an Analog Matrix

Step	Action
1	Select **Devices** from the Home tab. Device List displays.
2	Select ▷ next to **Analog Matrices** in the Device List window. All analog matrices are listed.
3	Right click the Analog Matrix that needs to be reconnected.
4	Click **Reconnect**. The analog matrix is reconnected.

Note

The Reconnect option will be disabled if the analog matrix is disabled, or, if the local workstation details are incorrect in the Workstation Connections section.

- End -

victor player

Introduction

victor player is a proprietary media player developed by American Dynamics. It is a portable application which is required to play .IMG files (Intellex recorders) but can also be used to playback saved clips in the following formats:

- .ISO format (From VideoEdge NVR recorders)
- .AVI format
- MP4 format
- .ZIP (HDVR)
- All of these file types are compatible with victor player.

victor player is offered as an option to be included when exporting clips from the client machine. This chapter assumes the player has been exported and is running. Refer to Procedure 12-3 Export a Saved Clip for further information on exporting victor player.

Note

1. ISO files will not save correctly when using Internet Explorer version 6 and below. The files will not save with the extension .iso. The extension needs to be added manually for playback in victor player.
2. When toggling playback between full screen and the main layout, playback reverts to the start of the clip.

For information on how to navigate clips, refer to **Playback Controls**.

Play a Saved Clip in victor player

Note

.ISO files will not save properly when using Internet Explorer version 6 and below.

Locally saved clips in .IMG and .ISO format can be played using victor player. If the player is not available on the local machine, it can be exported as part of the export clip feature. Refer to Procedure 12-3 Export a Saved Clip. This procedure assumes victor player is already available on the local machine.

Procedure 29-1
Play a Saved Clip in victor player

Step	Action
1	Open **victor player** application. Saved clips are displayed in the Clip List.
2	Drag and drop the required clip into the surveillance window.

Note

Right Click Options Include:
Toggle Full Screen
Clear Video
Clear All Panes
Restart Playback
Verify Clip

3	Use the Playback Controls as required to navigate the clip. For further information on Playback Controls refer to Playback Controls.

- End -

Play External Video Clips

As well as playing clips saved in the clip list, you can use victor player to play external video clips.

Procedure 29-2
Play External Video Clips

Step	Action
1	Select **File**.
2	Select **Open** from the dropdown menu. **Select clip file to open** dialog displays.
3	Browse to the clip to be opened.
4	Select **Open**.
5	Drag and drop the required clip into the surveillance window.

- End -

Verify a Clip in victor player

You can verify clip validity in victor player.

Procedure 29-3
Verify a Clip in victor player

Step	Action
1	Drag and drop the clip to be validated into the Surveillance window.
2	Right click on the relevant video pane.
3	Select **Verify Clip**. The Clip Validator dialog displays with a valid or invalid message.

Note

If the clip has been exported from a HDVR or NVR unit, you will be prompted to enter a Passphrase.

4	Select **Close** to close the Clip Validator window.

- End -

Change Video Pane Layout

There are seven layouts available to choose from.

Procedure 29-4
Change Video Pane Layout

Step	Action
1	Select the required pane configuration from the options at the top of the surveillance window. • **1x1** This layout displays a single stream of video. • **2x2** This layout displays up to 4 streams of video. • **3x3** This layout displays up to 9 streams of video. • **4x4** This layout displays up to 16 streams of video. • **5x5** This layout displays up to 25 streams of video. • **6x6** This layout displays up to 36 streams of video. • **8x8** This layout displays up to 64 streams of video. The Surveillance window changes layout accordingly.

- End -

Save Current Layout

Selecting the save layout option saves the current layout to file. After you have your workspace window arranged, you can save the layout under a descriptive name and restore it later.

Procedure 29-5
Save Current Layout

Step	Action
1	Select **Layout**.
2	Select **Save**. The **Choose save location** dialog displays.
3	Enter the name of the layout file in the File Name text box.
4	Navigate to the location you want to save the layout file to.
5	Select **Save**.

6	The layout file saves to the selected location.

- End -

Load a Saved Layout

You can update the Surveillance window as required by loading a previously saved layout.

Procedure 29-6
Load a Saved Layout

Step	Action
1	Select **Layout**.
2	Select **Load**. The **Select layout file to open** dialog displays
3	Navigate to the saved layout file.
4	Select the required saved layout file.
5	Click **Open**. The Surveillance window updates with the new layout.

- End -

Web Browser

Introduction

Depending upon system configuration and authorization, users may view web pages using the Web Browsing feature of the client.

Open Web Browser

Users can open the web browser feature to view web content.

Procedure 30-1
Open Web Browser

Step	Action
1	Select **Web** from the Home tab. Browser tab displays with address bar.
2	Enter web address into address bar.
3	Press Enter. Web page displays.

- End -

Add a Favorite

You can add favorite addresses which are remembered for easy retrieval.

Note

Users cannot add favorites to a protected layout such as the default layout. In these cases the add favorite button is disabled.

Procedure 30-2
Add a Favorite

Step	Action
1	Select **Web** from the Home tab. Browser tab displays.
2	Type the address of the favorite location into the address bar.
3	Press Enter.
4	Select **Favorites**.
5	Select **Add to Favorites** from the drop down menu. The address displays within favorites and is now stored.

- End -

Navigate to a Favorite

You can navigate to favorite addresses without typing in the address by accessing them through favorites.

Procedure 30-3
Navigate to a Favorite

Step	Action
1	Select **Web** from the Home tab. Browser tab displays.
2	Select **Favorites**.
3	Select required address from the drop down menu. Web page displays.

- End -

Remove a Favorite

You can remove favorites which are no longer required.

Procedure 30-4
Remove a Favorite

Step	Action
1	Select **Web** from the Home tab. Browser tab displays.
2	Select **Favorites**.
3	Right click the favorite to be removed.
4	Select **Remove**. Favorite is removed.

- End -

Operator Profiles

31

Introduction

Operators are users of the client software. Each operator is assigned a role which describes the capabilities of the operator within the system.

Each operator account requires an assigned windows principal (the domain/workstation name plus a user name) which relates to a Windows OS user account. The Windows OS credentials are then checked when the operator logs into the client.

It is recommended that the role level assigned to the operator account in the client also mirror somewhat the level assigned to the Windows OS user account that is also tied to the operator. So an operator given the Administrator role in the client should also be tied to a Windows OS user account that also has administrator rights.

Note

1. As the client uses Windows authentication, operators will only be able to log on to the system if they have been assigned a user account on the client PC as well as the site manager machine. If a Domain Controller is not being used then these accounts must be created manually.
2. When a user account is created via the Windows Operating system, the user MUST log in to that account to activate it before it is valid in victor unified client.
3. The username assigned to an operator should not be the same as the name of the PC they are logged into.

Create a new Operator

You can add a new operator to the system.

Procedure 31-1
Create a new Operator

Step	Action
1	Select **Operator** from the **Build** tab.
2	Select **New** from the drop down menu. The New Operator tab displays.
3	Expand the **General** section. **a** Enter a name for the operator in the text box. **b** Enter a description for the operator in the text box. **c** The Enabled checkbox is selected by default. To deactivate the profile, deselect the checkbox.
4	Expand the **Credentials** section. **a** Enter a **Domain/Site Manager** in the text box. **b** Enter a **Username** in the text box. This should correspond to a Windows username.
5	Expand the **Roles** section. **a** Select a role to be assigned to the operator in the roles section. Refer to Procedure 32-10 Assign a role to an Operatorfor more information. **Note** Only one role may be assigned to an operator.
6	Select **Save**. Refer to Save and Close options for more information.

- End -

Show an Operator's Profile

You can display details of an individual Operator's Profile. Details displayed include operator Description, Name, Windows principal, enabled and role assigned.

Procedure 31-2
Show an Operator's Profile

Step	Action
1	Select **Operator** from the **Build** tab.
2	Select **Show All** from the drop down menu. A new tab displays listing all operators currently configured. Operators profile details are displayed including name, description, windows principal and role assigned.

- End -

Show all Operators

You can display a list of all operator's currently configured on the system. Refer to Object Lists for more information on object list management.

Procedure 31-3
Show all Operators

Step	Action
1	Select **Operator** from the Build tab.
2	Select **Show All** from the drop down menu. A new tab displays listing all operators currently configured.

- End -

Edit an Operator's Profile

You can edit an individual operator's profile. Changes may be made to name, description, credentials and role assignment. It is also possible to enable or disable operator profiles.

Only the Administrator role can edit user profiles by default.

Procedure 31-4
Edit an Operator's Profile

Step	Action
1	Select **Operator** from the **Setup** tab.
2	Select **Show All** from the drop down menu. A new tab displays listing all operators on the system.
3	Right click on the required operator's name and select **Edit**. The Editor tab displays.
4	Edit the individual profile as required.
5	Select **Save**. Refer to Save and Close options for more information.

- End -

Delete an Operator's Profile

You can delete an Operator's Profile from the system. Only Administrators can delete user profiles by default.

Procedure 31-5
Delete an Operator's Profile

Step	Action
1	Select **Operator** from the **Setup** tab.
2	Select **Show All** from the drop down menu. A new tab displays listing all operators currently configured.
3	Right click on the required operator's name and select **Delete**.
4	You will be prompted to confirm the deletion. Select **Yes** to delete or **No** to cancel.

- End -

Log operator out of workstation (Remote)

You can remotely log out operators from particular workstations on the network. This feature is useful if an operator has accidentally been left logged in at a workstation. You can also log operators out of the system from the operator object list.

Procedure 31-6
Log operator out of workstation (Remote)

Step	Action
1	Select **Devices** from the Home tab.
2	Select next to workstations to expand the selection.
3	Right click the workstation which the operator is logged into.
4	Select **Log operator X out**. Warning dialog box displays prompting you to confirm the logout.
5	Select **Yes** to log the operator out. Select **No** to cancel the logout.

- End -

Change Single Sign-on Value

There are two methods of authentication:

- Single Sign-on: This will bypass the sign in window, it is the preferred method which uses the operating system credentials to identify the user to the site manager.
- User Sign-on: This method also requires the operating system credentials to authenticate but the user must re-enter their operating system credentials to access the application.

The log-in window will display at client start up only when the Single Sign-on option is set to ‘False’; with Single Sign-on set to ‘True’, the Login window is bypassed and the server will rely on the current windows identity credentials from the Windows OS to establish a client connection. This procedure describes how to change single sign-on values between ‘true’ and ‘false’.

Note

Depending on your UAC settings on Windows 7 the following procedure may vary slightly, you may be notified or asked for permission to continue before making changes to the file.

Procedure 31-7
Change Single Sign-on Value

Step	Action
1	Navigate to **ACVS.Enterprise.Client.Core.Host.exe.config** file on the client machine. The default location for this file is **C:\Program Files\Tyco\victorClient**.
2	Right click the **ACVS.Enterprise.Client.Core.Host.exe.config** file.
3	Select **Open.** Message displays informing Windows cannot open this file.
4	Select **Select a program from a list of installed programs**.
5	Select **OK**. Open with...dialog box displays.
6	Select **WordPad** from the program list.
7	Select **OK**. File opens as a text document.
8	Change single signon value to True or False as applicable. Refer to Figure 31-1 Change Single Sign-on value.

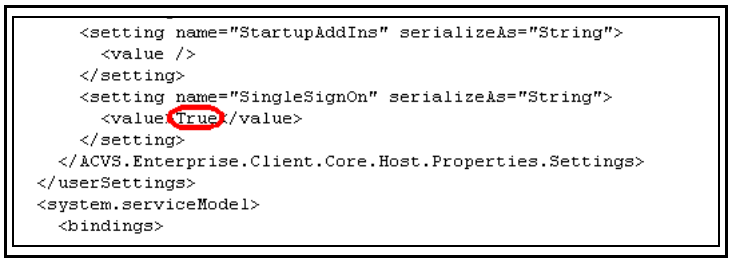


Figure 31-1 Change Single Sign-on value

9	Select **Save**.

10 Close Windows.

- End -

Operator Login (Single Sign-on ‘False’)

Prerequisites:

- Operators profile set up and enabled in the client.
- Windows user account on the victor unified client machine.
- Windows user account on the victor site manager machine.

If you have the prerequisites described above, you can login to the client software. This procedure assumes the client software is installed and a desktop shortcut is available to access the software.

Procedure 31-8
Operator Login (Single Sign-on ‘False’)

Step	Action

1 Double click the **victor unified client** icon on the client machine’s desktop. Figure 31-2 the client sign in window displays.

Figure 31-2 client Sign in Window

2 Select or enter the Domain from the **Domain** pull-down menu.

3 Enter **Username** in the username text box. This is the Windows username used for authenticating the login.

4 Enter **Password** in the password text box. This is the Windows password used to authenticate the login.

5 If required, select site manager from the **Site Managers** dropdown list.

6 Select **OK** to Login or **Cancel** to cancel login.

- End -

Switch User

You can switch users within the client without logging out of Windows.

Note

When switching user, if an invalid username or password is entered, the client will be disconnected and the user presented with the credentials window.

Procedure 31-9
Switch User

Step	Action

1 Select Figure 31-3 the client sign in window displays.

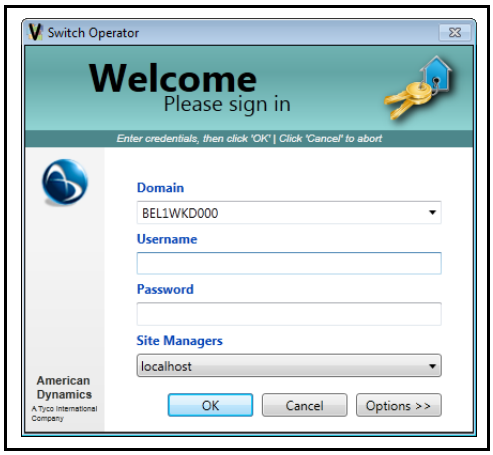


Figure 31-3 client Sign in Window

2 Select or enter the Domain from the **Domain** pull-down menu.

3 Enter **Username** in the username text box. This is the Windows username used for authenticating the login.

4 Enter **Password** in the password text box. This is the Windows password used to authenticate the login.

Note

1. You can choose to retain the current layout instead of loading the new operators default layout. Choose Options and check keep current layout if this option is required.
2. When switching User - If an invalid password is entered, the ability to retain layout is lost. You will be presented with the default layout upon entering a valid password.

5 If required, select site manager from the **Site Managers** dropdown list.

6 Select **OK** to Login or **Cancel** to cancel login.

- End -

Operator Logout

When you have finished using the client, you can log out. This effectively frees up a license allowing another operator to login.

Note

There are two different logout authorizations - one for workstation and one for operators. If you unauthorized logout for operator you are still authorized to logout workstations. As such, a client administrator would need to unauthorize both actions if their intent is to completely block remote logouts.

Procedure 31-10
Operator Logout

Step	Action
1	Select the from the client title bar. Operator logout dialog box displays.
2	Select **Logout** to logout or **Cancel** to cancel.

- End -

Roles

32

Introduction

Assigning a role to an operator provides complete control over every aspect of their interaction with the client.

A Role is basically a set of access rules which can be assigned to an operator and used to govern their authorizations and permission levels. Effective role management helps you to manage authorization and enables you to specify the resources that operators are allowed to access.

To become active a role has to be assigned to an operator, only then will the exceptions restricted by the role apply to the operator.

Built-in Roles

The client provides five built-in roles, these can be edited as required. However the Administrator role cannot be edited or deleted. The default roles are as follows:

- Administrator (this role cannot be edited or deleted)
- Power User
- Investigator
- Guard
- Viewer

Refer to Appendix A: Role Permissions for information of the exceptions within each role.

Each operator account has to have a role assigned to it, this can be a built-in role or custom role. An operator cannot use multiple roles, only one role may be assigned to an operator at a time.

Note

1. Administrators have complete access to all features of the client and can revoke administrative rights and control the access of all users. As with any Administrator account access should be limited to specific personnel.
2. The Administrator role cannot be edited or deleted.

Type Exceptions and Object Exceptions

The level of permissions assigned to a role is controlled by exceptions. When the role is initially created full administrative access is given to all areas and objects. When editing a role Type Exceptions and Object Exceptions are used to restrict access to areas and features, basically you are removing or restricting their access rights to a feature instead of granting them access rights.

Type Exceptions

Type Exceptions relate to general types of objects, for example Recorders, Devices or Events. Use Type exceptions to control a users' access to every object of that type in the system. For example, if you want to prevent non-administrators from deleting any recorder, this would be a type exception.

Object Exceptions

Object Exceptions relate to specific objects, for example a Recorder named 'Ground Floor' or a Event named 'Door Alarm'. You are able to remove or grant access to actions within the object, for example the ability to create a new event or show, edit or delete the existing 'Door Alarm' event. Use object exceptions to prevent certain users from seeing a specific, sensitively located camera or from exporting video from specific high-security cameras.

Create a Role

You can add and configure customized roles.

This procedure will create a role which has full administrative access. Refer to Procedure 32-4 Assign Type Exceptions to a Role and Procedure 32-5 Assign Object Exceptions to a Role for details on how to restrict access.

Procedure 32-1
Create a Role

Step	Action

1 Select **Role** from the Build tab.

2 Select **New** from the drop down menu. Figure 32-1 the Role Editor tab displays.

.

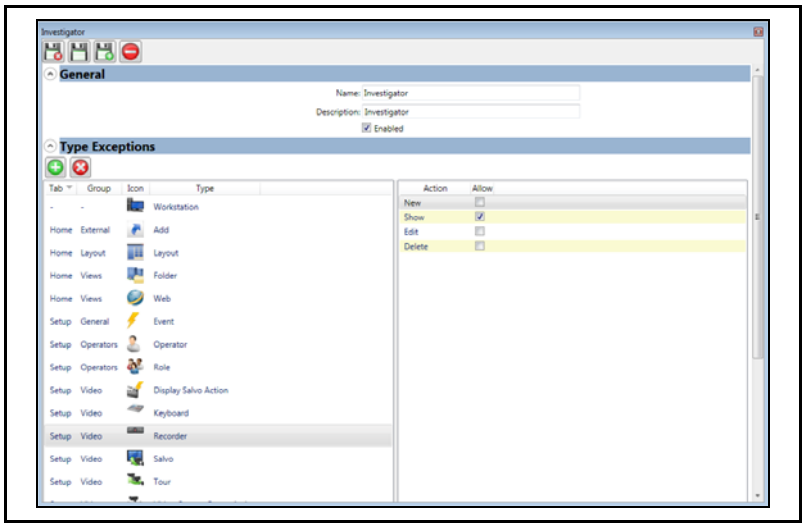


Figure 32-1 Role Editor tab

3 Enter the name to be assigned to the role in the Name text box.

4 Enter the description of the role in the Description text box.

Note

The Enabled checkbox is selected by default. To deactivate the role, deselect the checkbox.

5 To add Type Exceptions refer to Procedure 32-4 Assign Type Exceptions to a Role, begin at Step 5.

6 To add Object Exceptions refer to Procedure 32-5 Assign Object Exceptions to a Role, begin at Step 5.

7 To assign a layout refer to Procedure 32-8 Add a Layout to a Role, beginning at Step 5.

8 Select **Save.**

Refer to Save and Close options for more information.

- End -

Copy a Role

Existing roles can be used as templates for creating new roles which can then be edited. This is useful if you need to create a role similar to an existing one.

Procedure 32-2
Copy a Role

Step	Action
1	Select **Role** from the Build tab.
2	Select **Show All** from the dropdown menu.
3	Right Click the role to be copied.
4	Select **Copy to**. **Really Copy the specified object** dialog displays.
5	Select **Yes**. A copy of the role is created and displays on the object list with '**_Copy'** appended to the name.
6	Make edits to the copy as required. Refer to Procedure 32-3 Edit a Role.

- End -

Edit a Role

Make changes to general attributes of a role including name, description, enable/disable and layout assignment.

Procedure 32-3
Edit a Role

Step	Action
1	Select **Role** from the Build tab.
2	Select **Show All** from the drop down menu. The Roles tab displays.
3	Select the role to be edited from the list.
4	Right click and select **Edit**.
5	Expand **General** section.
6	Edit the required details.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

Assign Type Exceptions to a Role

Type Exceptions relate to types of objects, for example Recorders, Devices or Events. You are able to remove or grant access to actions within the object, for example the ability to create a new recorder or to edit an existing recorder.

By selecting an operation as an exception, you are excluding that activity for that object or type.

Procedure 32-4
Assign Type Exceptions to a Role

Step	Action
1	Select **Role** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click on the role to which the type exception is to be assigned.
4	Select **Edit**.
5	Expand the **Type Exceptions** section. If any existing type exceptions are assigned to the role they are listed.
6	If the type exception to be edited is already listed proceed to step 10, otherwise continue to step 7.
7	Select . Figure 32-2 the type selector dialog displays.

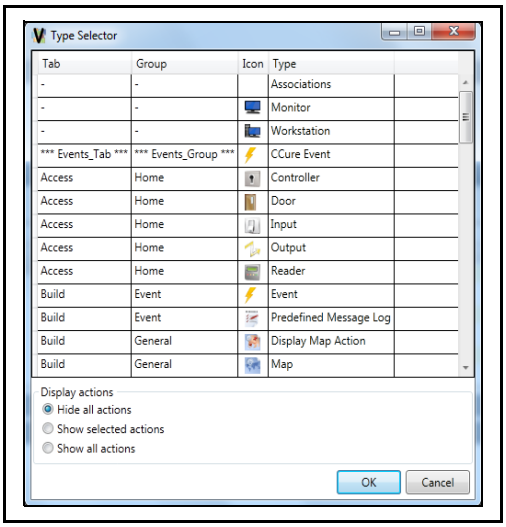


Figure 32-2 Type Exception dialog box

8 Select type exception(s) to be assigned to the role by selecting the appropriate row. Select Multiple items by holding the Ctrl Key when selecting.

Note

You can view actions associated with type exceptions by using the Display Actions options at the bottom of the dialog box.

9 Select **OK.** Type exceptions are listed within the role.

10 Edit selected type exceptions:

- **a** Select the exception. The row highlights blue.
- **b** Select the **Allow** checkbox next to the action if the action is to be permitted, unselect if the action is to be denied.
- **c** Repeat steps a and b for subsequent exceptions.

11 Select **Save**.

Refer to Save and Close options for more information.

- End -

Assign Object Exceptions to a Role

Object Exceptions relate to specific objects, for example a Recorder named ‘Ground Floor’ or a Event named ‘Door Alarm’. You are then able to remove or grant access to actions within the object, for example the ability to create a new event or show, edit or delete the existing ‘Door Alarm’ event.

By selecting an operation as an exception, you are excluding that activity for that object or type.

Procedure 32-5
Assign Object Exceptions to a Role

Step	Action
1	Select **Role** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click on the role to which the object exception is to be assigned.
4	Select **Edit**.
5	Expand the **Object Exceptions** Section. If any existing object exceptions are assigned to the role they are listed.
6	If the object exception to be edited is already listed proceed to step 11, otherwise continue to step 7.

7 Select . Figure 32-3 Object selector dialog box displays.

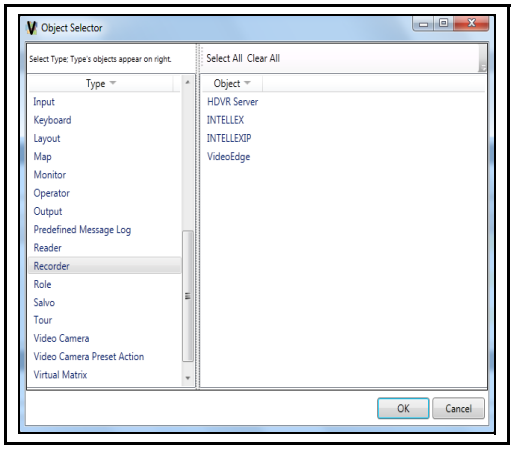


Figure 32-3 Object Exception dialog box

8 Select the **type** of object from the left column.

9 Select the **specific** object from the right column, multiple items may be selected by holding the CTRL key while selecting. Use **Select all** and **Clear all** as required.

10 Select **OK**. Object exceptions are listed within the role.

11 Edit Object exceptions:

- **a** Select the object exception. The row highlights blue.
- **b** Select the **Allow** checkbox next to the action if the feature is to be permitted, leave deselected if the feature is not to be permitted.
- **c** Repeat steps a and b for subsequent exceptions.

12 Repeat Steps 6 - 11 as required to add more object exceptions.

13 Select **Save**.

Refer to Save and Close options for more information.

- End -

Remove Type Exceptions

Type Exceptions may be removed from existing roles. Removing a type exception will allow full access to that object type within the role.

Procedure 32-6
Remove Type Exceptions

Step	Action
1	Select **Role** from the Build tab.

2	Select **Show all** from the drop down menu.
3	Right click on the role from which the type exception is to be removed.
4	Select **Edit**.
5	Expand **Type Exceptions** section.
6	Select the type exception to be deleted. The row highlights blue.
7	Select to delete the exception.
8	Select **Save**.
	Refer to Save and Close options for more information.

- End -

Remove Object Exceptions

Object Exceptions may be removed from existing roles. Removing an object exception will allow full access to that object within the role unless it has been restricted in Type Exceptions.

Procedure 32-7
Remove Object Exceptions

Step	Action
1	Select **Role** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click on the role from which the object exception is to be deleted.
4	Select **Edit**.
5	Expand **Object Exceptions** section.
6	Select the object exception to be deleted. The row highlights blue.
7	Select to delete the exception.
8	Select **Save**.
	Refer to Save and Close options for more information.

- End -

Add a Layout to a Role

Roles are automatically assigned the default layout. This can be changed by editing the role and assigning a predefined layout.

Procedure 32-8
Add a Layout to a Role

Step	Action
1	Select **Role** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click on the role to which the layout is to be added.
4	Select **Edit**.
5	Expand the **Layout** Section.
6	Select . The object selector dialog box displays.
7	Select the required Layout from the object list in the dialog box.
8	Select **OK.**
9	Select **Save**. Refer to Save and Close options for more information.

- End -

Edit Roles - Delete a Layout from a Role

Delete a Layout from a role. This will automatically reassign the default layout to the role.

Note

Administrator role cannot be edited.

Procedure 32-9
Delete a Layout from a Role

Step	Action
1	Select **Role** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click on the role to be edited.

4 Select **Edit**.

5 Expand the **Layout** Section.

6 Select . The Layout section will update to display Layout: None Selected.

7 Select **Save**.

Refer to Save and Close options for more information.

- End -

Assign a role to an Operator

Add an existing role to an existing operator's profile. This will override any role already assigned to the operator.

Procedure 32-10
Assign a role to an Operator

Step	Action
1	Select **Operator** from the Build tab.
2	Select **Display all** from the drop down menu.
3	Right click on the Operator to be assigned a role.
4	Select **Edit.**
5	Expand the Roles section.
6	Select the role to be assigned.
7	Select **Save**. Refer to Save and Close options for more information.

- End -

View Roles

Display a list of existing roles within the system. This list also details exceptions associated with each role. Refer to Object Lists for more information on managing lists.

Procedure 32-11
View all Roles

Step	Action
1	Select **Role** from the Build tab.
2	Select **Show all** from the drop down menu. A new tab displays within the main window showing all roles.
3	To view exceptions, select next to the role. Exceptions and action types are displayed.

- End -

Delete a Role

Delete an existing role.

Note

1. Before deleting a role, you should ensure that it is not assigned to any operators. If a role which is assigned to operators is deleted the operators will have no role assigned. Any operators logged into victor will be logged out automatically if their role is deleted.
2. The Administrator role cannot be deleted.

Procedure 32-12
Delete a Role

Step	Action
1	Select **Role** from the Build tab.
2	Select **Show all** from the drop down menu.
3	Right click on the role to be deleted.
4	Select **Delete**.
5	You will be prompted to confirm the deletion. Select **Yes** to delete or **No** to cancel.

- End -

Reports

33

Introduction

The Reporting function is used to primarily to display Journal and Audit information about the system.

Two main data types are used to filter report criteria:

- System Messages
- Configuration Change Messages

Each of these data types can be filtered further to enable more specific reports.

You can also filter report results by limiting the report data to a defined date range and by entering a Search Name to return specific entries.

Database Archive Management

Database Archive settings can be configured from within the client using the Database Settings editor in System Values. You can edit:

- **Archive size** - The physical size allocated on disk (In Gigabytes) of the archive
- **Number of archives** - The number of archives to retain on the system
- **Archive Interval** - Archive Interval in days
- **Archive backup directory path** - Location of archive(s)

For information, the **Date from which current Archive interval starts** is also listed.

Journal Filter

The Journal Filter is used to regulate the amount of data being persisted to the database by blocking/unblocking specific alert types.

Video Camera, Recorder Unit and Storage Alerts can be blocked/unblocked, everything else will always display and cannot be filtered.

The following Message types are NOT affected and will always be journaled:

- General Purpose Interface Activity
- Operator Login
- State Change
- System Activity
- System Error

The default setting is to record. This means messages will be written to the database unless they are blocked in the Journal Filter.

Note

Motion Detection, Light Change and Motion Exception Alerts are blocked by default.

If an alert is blocked for journaling in the Type Exceptions section of the Journal Filter, this alert will be blocked for all objects of that type. For example, If you select to block a Motion Detection alert for a Video Camera, motion detection alert journaling on all video cameras will be blocked.

However, Object Exceptions override Type Exceptions in the Journal Filter. This means that if you choose to block an alert for journaling for a specific object in the Object Exceptions section of the Journal Filter, which is not blocked in the Type Exceptions section, the alert block on the specific object will remain valid. For example, if there is no Motion Detection alert block set in the Type Exceptions section for a Video Camera but you select to block Motion Detection alert on a specific camera in the Object Exceptions section, motion detection alert journaling for this camera will be blocked, however, motion detection journaling will remain on for all other cameras.

For details on how to edit the journal filter refer to:

- Procedure 34-4 Add Type Exceptions to the Journal Filter
- Procedure 34-5 Add Object Exceptions to the Journal Filter
- Procedure 34-6 Remove Type Exceptions from the Journal Filter
- Procedure 34-7 Remove Object Exceptions from the Journal Filter

Generate System Reports

You can generate a report to retrieve Journal and Audit information about the system. Refer to Object Lists for information on managing lists.

Procedure 33-1
Generate System Reports

Step	Action
1	Select **Reports** from the Home tab. **Report Selection** dialog displays.
2	Select the report type from the **Select Report Type** dropdown menu.
3	Select the date range using the **From-Date** and **To-Date** calender controls.
4	Further refine your search by selecting In the **Search/Operator Name** section and using the object selector or typing a relevant value in the textbox.

Note

The **Search Name** field displays for all report types, **Operator Name** field displays only if that criteria is applicable to the report type selected.

5	Select **OK**.The report will display on a new tab.

Note

1. If the date range specified spans multiple archives, there will be a report tab per archive.
2. Refer to Object Lists for information about list options including export, navigation and printing.

- End -

Find in Journal

The Find in Journal feature allows you to search for journal records relating to specific objects of interest.

If the Find in Journal feature is available for an object, it is typically accessed via the object's context menu.

Procedure 33-2
Find in Journal

Step	Action
1	Right Click the object on which to perform the journal search.
2	Select **Find In Journal**. **Report Selection** Dialog displays.
3	Select the report type from the **Select Report Type** dropdown menu.
4	Select the date range using the **From-Date** and **To-Date** calender controls.
5	Further refine your search by selecting In the Search Name section and using the object selector.

Note

Search **Name field** displays for all report types, **Operator Name** field displays only if that criteria is applicable to the report type selected.

6	Select **OK**. Report displays.

Note

Refer to **Object Lists** for information about list options including export, navigation and printing.

- End -

Log General Message

The Log General Message feature allows you to write a manual entry to the journal.

As well as entering a manual message, you can select and edit any of the predefined messages which may already be created.

You can use the ‘General Messages Logged’ report to search for these message types.

Procedure 33-3
Log General Message

Step	Action
1	Select **Log General Message** from the Home tab. Log Message(s) dialog displays.
2	To enter a manual message: **a** Select the blank text box and enter the message as required. **b** Select to Enter additional messages, select to remove messages. **c** Select **OK**. Selected messages are journalled.
3	To enter a predefined message: **a** Select the **Select Message from Predefined Log** dropdown menu. **b** Select predefined message. **c** Select to Enter additional messages, select to remove messages. **d** Select **OK**. Selected messages are journalled.

- End -

Review Report Item Associations

You can enter Association view directly from a system report. If a report object is associated with another system object, an option to ‘Review’ will display on it’s context menu. Refer to Procedure 16-2 View Associations from Reports for further information.

System Values

Introduction

Various system settings can be configured using the **System Values** editor. These include:

- Bandwidth Configuration settings for operators
- Bandwidth Configuration settings for roles
- Clip Preferences
- Journal Filter Options
- Search Preferences
- E-mail Preferences
- Database Settings
- Video Preferences

34

Configure Operator/Role bandwidth Settings

You can assign bandwidth caps to individual system users or roles.

Note

If operator and role bandwidth caps are different, the lowest value will apply.

Procedure 34-1
Configure Operator/Role Bandwidth Settings

Step	Action
1	Select **System Values** from the **Setup** tab.
2	Select **Bandwidth Configuration**.
3	Select the Operator or Role to be changed.
4	Double click the Bandwidth Limit value.
5	Select the required value from the dropdown menu.
6	Select **Save**. Refer to Save and Close options for more information.

- End -

Configure Clip Preferences

From the System Values editor, you can change the default clip duration and local and remote directories for clip saving.

Change Default Clip Duration

You can change the default (1 Minute) clip duration to 30 seconds, 5 Minutes, 10 Minutes, 30 Minutes or 60 Minutes.

Note

This setting applies to the length of downloaded clips retrieved by searching on HDVR or Intellex units running software older than v4.2.

Procedure 34-2
Change Default Clip Duration

Step	Action
1	Select **System Values** from the Setup tab. System Values window displays.
2	Select **Clip Preferences**.
3	Select **Default Clip Duration** from the dropdown menu in the **General** section.
4	Select **Save** Refer to Save and Close options for more information.

- End -

Change Clip Saving Locations

You can set and change the locations to which local and remote clips are stored. The remote directory can be entered as a mapped drive path; it will automatically be converted to UNC form.

Different remote directories may be assigned to different roles.

Procedure 34-3
Change Clip Saving Location

Step	Action
1	Select **System Values** from the Setup tab. System Values window displays.
2	Select **Clip Preferences**.
3	To change Clip saving directory: Local:

a Select ... next to the Local Directory textbox. The **Browse For Folder** window displays.

b Navigate to the required folder or select **Make new Folder**.

c Select **OK**.

d Select **Save**.

Remote:

a Select Role as required.

b Double click the **Path** textbox.

c Select ... to browse to the required folder OR type the directory path into the **Path** textbox.

d Select **OK**.

e Select **Save**.

4 Navigate to the required folder or select **Make new Folder**.

5 Select **OK**. Default storage location is changed.

6 Select **Save**.

Refer to Save and Close options for more information.

- End -

Journal Filter

The Journal Filter is used to regulate the amount of data being persisted to the database by blocking/unblocking specific alert types.

Video Camera, Recorder Unit and Storage Alerts can be blocked/unblocked, everything else will always display and cannot be filtered.

Add Type Exceptions to the Journal Filter

You can control which alert messages from Recorders and Cameras display on the journal by assigning Type Exceptions to the Journal Filter.

Procedure 34-4
Add Type Exceptions to the Journal Filter

Step	Action
1	Select **System Values** from the **Setup** tab.
2	Select **Journal Filter**. The Journal Filter Editor displays.
3	Select in the **Type Exceptions** section. The Type Selector dialog displays.

4 Select the device type(s) to be assigned by selecting the appropriate row. Select Multiple items by holding the Ctrl Key when selecting.

5 Select **OK**. Selected Type Exceptions are listed.

6 Edit Selected Type Exceptions:

- **a** Select the Type exception. The row highlights blue.
- **b** Select the **Alert Category** of the exception.
- **c** Select the **Block** checkbox next to the Alert if the alert is to be filtered from the Journal. Deselect if the alert is to be displayed.
- **d** Repeat steps a to c to edit more exceptions.

7 Select **Save**.

Refer to Save and Close options for more information.

- End -

Add Object Exceptions to the Journal Filter

You can control which alert messages from specific Recorders and Cameras display on the journal by assigning Object Exceptions to the Journal Filter.

Procedure 34-5
Add Object Exceptions to the Journal Filter

Step	Action
1	Select **System Values** from the **Setup** tab.
2	Select **Journal Filter** The Journal Filter Editor displays.
3	Select in the **Object Exceptions** section. The Object Selector dialog displays.
4	Select the **type** of object from the left column.
5	Select the **specific** object from the right column, multiple items may be selected by holding the Ctrl key while selecting. Use **Select all** and **Clear all** as required.
6	Select **OK**. Selected objects are listed.
7	Edit Object Exceptions:

- **a** Select the object. The row highlights blue.
- **b** Select the **Alert Category** of the exception.
- **c** Select the **Block** checkbox next to the Alert if the alert is to be filtered from the Journal. Deselect if the alert is not to be displayed.
- **d** Repeat steps a to c to edit more exceptions.

8 Select **Save**.

Refer to Save and Close options for more information.

- End -

Remove Type Exceptions from the Journal Filter

Type Exceptions can be removed from the Journal Filter to broaden the scope of the alerts listed in the journal.

Procedure 34-6
Remove Type Exceptions from the Journal Filter

Step	Action
1	Select **System Values** from the **Setup** tab.
2	Select **Journal Filter**. The Journal Filter Editor displays.
3	Select the Type Exception to be deleted.
4	Select to delete the exception.
5	Select **Save**. Refer to Save and Close options for more information.

- End -

Remove Object Exceptions from the Journal Filter

Object Exceptions can be removed from the journal filter to broaden the scope of the alerts listed in the journal.

Procedure 34-7
Remove Object Exceptions from the Journal Filter

Step	Action
1	Select **System Values** from the **Setup** tab.
2	Select **Journal Filter** The Journal Filter Editor displays.
3	Select the Object Exception to be deleted.
4	Select to delete the exception.

5 Select **Save**.

Refer to Save and Close options for more information.

- End -

Configure Search Preferences

You can configure the panes that open by default when using the Search and Retrieve Wizard. These panes are used to select cameras.

Procedure 34-8
Configure Search Preferences

Step	Action
1	Select **System Values** from the Setup tab. System Values window displays.
2	Select **Search Preferences**.
3	Select checkboxes and radio buttons according to preferences. • **Open with Wizard -** select this to open as pane as a tab when executing Search and Retrieve Wizard. • **Top Most** - select this to select which tabbed pane opens as default.
4	Select **Save** Refer to Save and Close options for more information.

- End -

34

Configure E-mail Preferences

Before using victor's E-mail feature, mail settings need to be configured.

Procedure 34-9
Configure E-mail Preferences

Step	Action
1	Select **System Values** from the Setup tab. System Values window displays.
2	Select **E-mail Preferences**.

3 Enter SMTP FQDN in the **SMTP FQDN** Textbox.

Note

1. SMTP - Simple Mail Transfer Protocol.
2. FQDN - Fully Qualified Domain Name.

4 Enter Mailbox Address in the **Mailbox Address** Textbox.

5 Enter SMTP Server Password in the **SMTP Server Password** Textbox.

6 Enter SMTP Port Number in the **SMTP Port Number** Textbox.

7 Check the '**Use SSL**' checkbox if required to enable Secure Socket Layer.

8 Select **Save**.

Refer to Save and Close options for more information.

- End -

Database Settings

Various Database Archive settings can be changed using the Database Settings editor. These include:

- Archive size threshold (gb)
- Number of archives
- Archive Interval (days)
- Archive backup directory path

Note

1. The Archive size threshold can only be edited when using SQL Server Express
2. Universal Naming Convention ('\\servername\folder') should be used when entering Archive directory Backup Path.

Procedure 34-10
Change Database Settings

Step	Action
1	Select **Database Settings** from the Setup tab.
2	Double click the value to be changed. Value becomes editable.

3 Change value as required.

- End -

Video Preferences

Video Preferences includes settings for configuring:

Surveillance Preferences	Refer to Procedure 7-12 Edit Surveillance Preferences.
Assigning Third Party Applications to edit Still Images	Refer to Procedure 7-13 Configure Image Editor.
Video Overlay Preferences (Text)	Refer to Procedure 7-14 Change Video Overlay Preferences (Text).

victor site manager

Introduction

victor site manager incorporates an industry-standard relational database used to manage and maintain a single record of:

- Authorized users/passwords.
- Associated recorders and cameras.
- Roles and permissions.
- Alarm and event journals.
- Client license status.

Only one victor site manager is required per site regardless of the number of recorders, clients or cameras connected. The site manager can be installed on the same PC as the client for smaller sites or on a separate server for larger sites.

The victor site manager stores data, operator profiles, role information, and tracking who, what, device status and when operators interact with your video network.

The site manager Server provides a single point of access for users to manage multiple recording devices. It utilizes SQL Server's database functionality to provide authentication for client users, as well as central monitoring and administration of multiple recording platforms over a Wide Area Network (WAN).

The default site manager record is located at the <client> section of the 'config' file but up to twenty site manager records are supported. site managers can be added, deleted and edited using the site manager editor on the Build tab.

Add New site manager

You can Add, Edit and Delete site manager records using the site manager editor.

Note

Each victor client installation supports up to 20 site manager records.

Procedure 35-1
Add New site manager

Step	Action
1	Select **Site Managers** from the Build tab.
2	Select **Edit** from the dropdown menu. site manager editor displays.
3	Select . New blank record is created in site manager list.
4	Double click the **Display Name** text box.
5	Enter a Name for the site manager.
6	Double click the **IP Address/Domain Name** text box.
7	Enter IP Address/Domain Name as required.
8	Double click the **Port** textbox.
9	Enter the Port number as required (Port numbers 1026-65535 are supported).
10	Select the **Default** radio button if the site manager is to become the default.

Note

The default site manager refers to the site manager that the client automatically connects to when single sign on is turned ON. This is the site manager which will appear first on the site manager list of the login dialog.

11	Select **Save**. Refer to Save and Close options for more information.

- End -

Edit site manager

You can Add, Edit and Delete site manager records using the site manager editor.

Procedure 35-2
Edit site manager

Step	Action
1	Select **Site Managers** from the Build tab.
2	Select **Edit** from the dropdown menu. site manager editor displays.
3	Double click in relevant textboxes to edit values.
4	Select **Save**. Refer to Save and Close options for more information.

- End -

Show all site managers

You can view a list of all available site managers.

Procedure 35-3
Show all site managers

Step	Action
1	Select **Site Managers** from the Build tab.
2	Select **Show All** from the dropdown menu. A list of all site managers displays.

- End -

Switch Site Manager

Procedure 35-4
Switch Site Manager

You can switch the site manager victor client is connected to.

Step	Action
1	Select from the client title bar. **Operator log out** dialog opens.
2	Select **Log out**. The client sign in dialog opens.
3	Select or enter the Domain from the **Domain** pull-down menu.
4	Enter **Username** in the username text box. This is the Windows username used for authenticating the login.
5	Enter **Password** in the password text box. This is the Windows password used to authenticate the login.
6	Select the site manager to switch to from the **Site Managers** dropdown.
7	Select **OK**.

- End -

Change Default site manager

Procedure 35-5
Change Default site manager

You can change the default site manager victor client connects to.

Step	Action
1	Select **Site Managers** from the Build tab.
2	Select **Edit** from the dropdown menu. A list of all site managers displays.
3	Select the **Default** radio button of the site manager you wish to make default.
4	Select **Save**. Refer to Save and Close options for more information.
5	Close and restart victor client. You will now connect to your selected default site manager.

- End -

Delete site manager

You can delete site manager records from the system

Note

The default site manager cannot be deleted.

Procedure 35-6
Delete site manager

Step	Action
1	Select **Site Managers** from the build tab.
2	Select **Show All** from the dropdown menu.
3	Right click on the site manager to be deleted.
4	Select **Delete**. **Are you sure you want to delete the specified object** warning displays.
5	Select **Yes** to delete or **No** to cancel.

- End -

Activity List

Introduction

The Activity List is a scrolling display of system activity and events. When open it displays all system activity that has been generated from recorders, such as activities, alerts, loss and restoration of communications.

The maximum amount of activity held by the viewer is 1500 rows. When this limit is reached, a FIFO (First in, First out) mechanism is triggered for any subsequent activity.

The scrolling list can be frozen for 30 seconds by clicking on the Freeze Activity button. When the time-out expires, the viewer is unfrozen. During this mode the only thing frozen is the user interface, the Data Source is still receiving any activity/events as normal.

Certain right click actions are available from the activity list which enable you to edit/view or delete the object which triggered the activity, for example you can Edit/View a camera which triggered motion detection activity or Edit/Delete or Log out an operator. These actions open the relevant object editors.

Activity List User Controls

The activity list supports the following user controls:

- Move to top of display.
- Move to bottom of display.
- Page up.
- Page down.
- Edit Object.
- View Object.
- Instant Playback.
- Freeze Activity for 30 seconds.
- Print Grid.

Display Activity List

You can display a scrolling list of all system activity.

Procedure 36-1
Display Activity List

Step	Action
1	Select **Activity** from the Home tab. The Activity tab displays.
2	Use Paging and Freeze controls as required.

- End -

Appendix A: Role Permissions

The following table provides information on the exceptions within each of the built-in roles. These can be edited as necessary if you so choose. However the Administrator role cannot be edited or deleted.

Table 37-1 Role permissions matrix

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
Association	Review	✓	✓	✓	✓	✓
Monitor	Edit	✓	✓	✓	✓	✓
	Rename	✓	✓	✓	✓	✓
	Delete	✓	✓	X	X	X
	Send to Monitor	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
Workstation	Edit	✓	✓	✓	✓	✓
	Delete	✓	✓	X	X	X
	Log Operator Out	✓	✓	X	X	X
	Send to Workstation	✓	✓	✓	✓	✓
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
Event	New	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Delete	✓	✓	X	X	X
	Activate	✓	✓	✓	✓	✓
	Acknowledge	✓	✓	✓	✓	✓
	Acknowledge and Clear	✓	✓	✓	✓	✓

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
	Clear	✓	✓	✓	✓	✓
	Move to Active	✓	✓	✓	✓	✓
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
Predefined Message Log	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Delete	✓	✓	X	X	X
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
Map	New	✓	✓	✓	✓	✓
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Delete	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
Layout	New (Save As)	✓	✓	✓	✓	✓
	Show (Show All)	✓	✓	✓	✓	✓
	Edit (Save)	✓	✓	✓	✓	✓
	Delete	✓	✓	X	X	X
	Switch Layout	✓	✓	✓	✓	✓
	Refresh Layout	✓	✓	✓	✓	✓
Operator	New	✓	X	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	X	X	X	X
	Delete	✓	X	X	X	X
	Log Operator Out	✓	✓	X	X	X
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
Salvo	New	✓	✓	✓	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	✓	X	X
	Delete	✓	✓	X	X	X
Tour	New	✓	✓	✓	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	✓	X	X
	Delete	✓	✓	X	X	X

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
Virtual Matrix	New	✓	✓	✓	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	✓	X	X
	Delete	✓	✓	X	X	X
	Activate Profile	✓	✓	✓	✓	✓
	Deactivate Profile	✓	✓	✓	✓	✓
External Application	Add External Application	✓	✓	X	X	X
Reports	Show Reports	✓	✓	✓	✓	X
Activity	Show Viewer	✓	✓	✓	✓	✓
Event Viewer	Show Event Viewer	✓	✓	✓	✓	✓
Log General Message	Log General Message	✓	✓	✓	✓	✓
Silence	Silence Alarm	✓	✓	✓	✓	✓
Call Ups	Show Call up list	✓	✓	✓	✓	✓
Clip Folder	New Folder	✓	✓	✓	✓	X
	Show	✓	✓	✓	X	X
	Rename Folder	✓	✓	✓	✓	X
	Delete Folder	✓	✓	✓	✓	✓
	Export Folder	✓	✓	✓	✓	✓
Clips	Show	✓	✓	✓	✓	X
	Validate Clips	✓	✓	✓	✓	✓
	Export Clips	✓	✓	✓	✓	X
	Delete Clips	✓	X	X	X	X
	Playback Clips	✓	✓	✓	✓	✓
Event Priority Window	Show Prioritized View	✓	✓	✓	✓	✓
Search and Retrieve	Execute Search Wizard	✓	✓	✓	✓	✓
	Store Clips	✓	✓	✓	✓	✓
Surveillance	Show View	✓	✓	✓	✓	✓
Vault Items	View Vaults	✓	✓	✓	✓	✓
	Protect	✓	✓	✓	✓	✓
	Unprotect	✓	✓	✓	X	X
Devices	Show Device List	✓	✓	✓	✓	✓
Folder	New	✓	✓	✓	X	X
	Show	✓	✓	✓	✓	✓

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
	Edit	✓	✓	✓	X	X
	Delete	✓	✓	X	X	X
Sites	Show Site list	✓	✓	✓	✓	✓
Web	Launch Web Browser	✓	✓	X	X	X
General Purpose Action	New	✓	X	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	X	X	X	X
	Delete	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	✓
General Purpose Action Message	New	✓	X	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	X	X	X	X
	Delete	✓	X	X	X	X
	Find in Map	✓	✓	✓	✓	✓
General Purpose Device	New	✓	X	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	X	X	X	X
	Delete	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	✓
General Purpose Monitoring Point	New	✓	X	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	X	X	X	X
	Delete	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	✓
General Purpose Protocol	New	✓	X	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	X	X	X	X
	Delete	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	✓
Role	New	✓	X	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	X	X	X	X
	Delete	✓	X	X	X	X
Bandwidth	Show	✓	✓	✓	✓	✓

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
	Edit	✓	✓	✓	✓	✓
	Throttle Bandwidth	✓	✓	✓	✓	✓
Clip Preferences	Edit	✓	✓	✓	✓	✓
	Edit Role/Remote Paths	✓	✓	X	X	X
Database Settings	Launch Database Settings	✓	X	X	X	X
E-mail Preferences	Show	✓	✓	X	X	X
	Edit	✓	✓	X	X	X
Journal Filter	Edit Filter	✓	X	X	X	X
System Values	Edit	✓	✓	✓	X	X
Video Preferences	Edit	✓	✓	X	X	X
Analog Matrix	New	✓	X	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	X	X	X	X
	Delete	✓	X	X	X	X
	Camera Switching	✓	✓	✓	✓	✓
	Run PTZ	✓	✓	✓	✓	✓
	Update PTZ	✓	✓	✓	✓	✓
	Instant Playback	✓	✓	✓	✓	✓
	Extended Functions	✓	✓	✓	✓	✓
	Auxiliary Functions	✓	✓	✓	X	X
	Arm/Disarm Alarm	✓	✓	✓	✓	✓
	Open and Use Menu	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
Camera Call Up Action	New	✓	✓	X	X	X
	Edit	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Delete	✓	✓	X	X	X
	Execute Client Actions	✓	✓	✓	✓	✓
Display Salvo Action	New	✓	✓	X	X	X
	Edit	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Delete	✓	✓	X	X	X
	Execute Client Actions	✓	✓	✓	✓	✓
External Camera Alarm Action	New	✓	✓	X	X	X
	Edit	✓	✓	X	X	X

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
	Show	✓	✓	✓	✓	✓
	Delete	✓	✓	X	X	X
	Execute Client Actions	✓	✓	✓	✓	✓
Keyboard	New	✓	✓	X	X	X
	Edit	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Delete	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
Recorder	New	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Delete	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
Still Image Capture	Show	✓	✓	✓	✓	✓
Video Camera	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	✓	X	X
	Run PTZ	✓	✓	✓	✓	✓
	Update PTZ	✓	✓	✓	X	X
	Instant Playback	✓	✓	✓	✓	✓
	Search and Retrieve	✓	✓	✓	✓	✓
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
Video Camera Preset Action	New	✓	✓	✓	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	✓	X	X
	Delete	✓	✓	X	X	X
Visible in Canned Roles - User cannot create new roles with these settings, covered already by parent permissions (Recorder or Camera)						
HDVR Intellex VideoEdge	New	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Delete	✓	✓	X	X	X

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
HDVR Analog Camera HDVR Camera HDVR IP Camera Intellex Camera Intellex IP Camera VideoEdge IP Camera	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	✓	X	X
	Run PTZ	✓	✓	✓	✓	✓
	Update PTZ	✓	✓	✓	X	X
	Instant Playback	✓	✓	✓	✓	✓
	Search and Retrieve	✓	✓	✓	✓	✓
MZX Panel	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	View Points	✓	✓	✓	✓	✓
	View Data Acquisition Reports	✓	✓	✓	✓	✓
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
MZX Point	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
MZX Zone	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	View Points	✓	✓	✓	✓	✓
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
MZX BACnet Converter	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	View Data Acquisition Reports	✓	✓	✓	✓	✓
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
MZX Loop	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	View Points	✓	✓	✓	✓	✓
MZX Report	Show	✓	✓	✓	✓	✓
	View Detail	✓	✓	✓	✓	✓
Simplex 4100 Panel	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	View Points	✓	✓	✓	✓	✓

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
	View Data Acquisition Reports	✓	✓	✓	✓	✓
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
Simplex 4100 Card	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	View Points	✓	✓	✓	✓	✓
Simplex 4100 Point	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Find in Journal	✓	✓	✓	✓	✓
	Find on Map	✓	✓	✓	✓	✓
Simplex 4100 Report	Show	✓	✓	✓	✓	✓
	View Detail	✓	✓	✓	✓	✓
Surgard Receiver	New	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Delete	✓	✓	X	X	X
	New Alarm Points	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
Surgard Alarm Point	New	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Delete	✓	✓	X	X	X
	Activate	✓	✓	X	X	X
	Deactivate	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
Bosch Receiver	New	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Delete	✓	✓	X	X	X
	New Alarm Points	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
Bosch Alarm point	New	✓	✓	X	X	X
	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Delete	✓	✓	X	X	X

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
	Activate	✓	✓	X	X	X
	Deactivate	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
DSC Panel	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
DSC Partition	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Arm	✓	✓	X	X	X
	Disarm	✓	✓	X	X	X
	Command Output	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
DSC Zone	Show	✓	✓	✓	✓	✓
	Edit	✓	✓	X	X	X
	Find on Map	✓	✓	✓	✓	✓
C·Cure Event	Disarm	✓	✓	✓	✓	X
	Arm	✓	✓	✓	✓	X
	Deactivate	✓	✓	✓	✓	X
	Activate	✓	✓	✓	✓	X
Controller	Show	✓	✓	✓	✓	X
	Edit	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	X
Door	Show	✓	✓	✓	✓	X
	Edit	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	X
	Lock	✓	✓	✓	✓	X
	Unlock	✓	✓	✓	✓	X
	Momentary Unlock	✓	✓	✓	✓	X
Input	Show	✓	✓	✓	✓	X
	Edit	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	X
	Arm	✓	✓	✓	✓	X
	Disarm	✓	✓	✓	✓	X
Output	Edit	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	X

Object	Action	Administrator	Power User	Investigator	Guard	Viewer
	Activate	✓	✓	✓	✓	X
	Deactivate	✓	✓	✓	✓	X
	Pulse	✓	✓	✓	✓	X
Reader	Show	✓	✓	✓	✓	X
	Edit	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	X
Cluster	Show	✓	✓	✓	✓	X
	Edit	✓	X	X	X	X
	Find on Map	✓	✓	✓	✓	X
Manual Action	Show	✓	✓	✓	✓	X
	Cancel	✓	✓	✓	✓	X

Appendix B: Right click Menu Options

The table below shows the right click and context options available when using the client.

Table 38-2 Right click Menu options

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
Device List	Analog Matrix	Edit
		Delete
		Reconnect
		Find on Map
		Refresh Analog Matrix
	General Purpose Devices	Edit
		Delete
		Find on Map
		Refresh General Purpose Device
	Intellex Recorders	Edit
		Delete
		View
		Send To
		Find in Journal
		Find on Map
		Refresh
	NVR Recorders	Edit
		Configure (4.2+)
		Delete
		View
		Send To
		Find in Journal
		Find on Map
		Refresh
	HDVR Recorders	Edit
		Delete

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
		View
		Send To
		Find in Journal
		Find on Map
		Refresh
	Monitors	Edit
		Delete
		Find on Map
		Rename
	Workstations	Edit
		Delete
		Log Operator out
		Identify Monitors
		Find in Journal
		Find on Map
		Refresh
	Cameras	Edit
		Reset Name
		View
		Send To
		Find in Journal
		Find on Map
		Search and Retrieve
		Refresh
	Keyboards	Edit
		Delete
		Find on Map
		Refresh
	General Purpose Monitoring Point	Edit
		Delete
		Find on Map
		Refresh
Object List	Analog Matrix	Edit
		Delete
		Reconnect
		Find on Map
	General Purpose Devices	Edit
		Delete
		Find on Map
	Intellex	Edit
		Delete
		View

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
		Send To
		Find in Journal
		Find on Map
	NVR	Edit
		Configure (4.2+)
		Delete
		View
		Send to
		Find in Journal
		Find on Map
	HDVR	Edit
		Delete
		View
		Send To
		Find in Journal
		Find on Map
	Cameras	Edit
		View
		Send to
		Find in Journal
		Find on Map
		Search and Retrieve
		Review
	Keyboards	Edit
		Delete
		Find on Map
	General Purpose Monitoring Point	Edit
		Delete
		Find on Map
	Protocol	Edit
		Delete
	Action message	Edit
		Delete
	Action	Edit
		Delete
	Preset Video Actions	Edit
		Delete
	Display Salvo Actions	Edit
		Delete
	Camera Call up	Edit
		Delete
	External Camera Alarm	Edit

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
		Delete
	Events	Edit
		Delete
		Activate
		Find in Journal
		Find on Map
	Predefined Message Logs	Edit
		Delete
	Layout	Delete
	Maps	Edit
		Delete
		View
		Send To
		Find on Map
	Display Actions	Edit
		Delete
	Operator	Edit
		Delete
		Log Operator Out
		Find in Journal
		Find on Map
	Role	Edit
		Delete
	Salvos	Edit
		Delete
		View
		Send To
		Review
	Tours	Edit
		Delete
		View
		Send To
	Virtual Matrix	Edit
		Delete
		Activate Profile
		Deactivate Profile
Column Header Display Options	Analog Matrix	Cameras
		Communication Status
		Description
		Site
		Monitors
		Name

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
	General Purpose Devices	Communication Failure Delay Time
		Communication Status
		Description
		Device Poll Period
		Enabled
		Header Character
		IP Address
		Message Buffer Size
		Name
		Online Status
		Poll Command
		Poll Command Acknowledgement
		Port Number
		Port Type
		Reconnection Period
		Send Retry Time
		Time Out Delay Time
		Trailer Character
		Vendor
	VideoEdge NVR Recorders	Alert Status
		Communication Status Polling Period
		Communication Port
		Communication Status
		Description
		Enabled
		IP Address / Domain Name
		LAN Streaming Port
		Name
		Storage Status
		Unit Display Name
		WAN Communication Port
		IP Address / Domain Name
		WAN Streaming Port
	HDVR Recorders	Alert Status
		Communication Status Polling Period
		Communication Port
		Communication Status
		Description
		Enabled
		IP Address / Domain Name

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
		LAN Streaming Port
		Name
		Storage Status
		Unit Display Name
		WAN Communication Port
		IP Address / Domain Name
		WAN Streaming Port
	Intellex Recorders	Alarm Outs
		Alert Duration
		Alert Motion Display
		Alert Quality
		Alert Status
		Call Camera
		Call Monitor Mode
		Communication Status Polling Period
		Communication Port
		Communication Status
		Description
		Display Lock Layout
		Display Playback Controls
		Display Playback Monitor
		Display Playback Overlay
		Display Playback Overlay Position
		Display Sequencer Dwell
		Enabled
		Alerts Port
		WAN Alerts Port
		IP Address / Domain Name
		LAN Streaming Port
		Latch Messages
		Live Port
		Message Alerts
		Name
		Record Mode
		Storage Status
		Touch Tracker Mode
		Unit Display Name
		WAN Communication Port
		IP Address / Domain Name
		WAN Streaming Port
	Cameras	Alert Status

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
		Communication Status
		Description
		Device
		Enabled
		Channel Number
		Name
		PTZ Enabled
	Keyboards	Communication Status
		Description
		Device
		Enabled
		Baud Rate
		COM Port / USB Device Name
		Model
		Name
	General Purpose Monitoring Point	Acknowledgement Message
		Activated Status 1
		Activated Status 2
		Activated Status 3
		Activated Status 4
		Activated Status 5
		Activation Message 1
		Activation Message 2
		Activation Message 3
		Activation Message 4
		Activation Message 5
		Communication Status
		Deactivation Message 1
		Deactivation Message 2
		Deactivation Message 3
		Deactivation Message 4
		Deactivation Message 5
		Description
		Device
		Enabled
		Journal Message 1
		Journal Message 2
		Journal Message 3
		Journal Message 4
		Journal Message 5
		Name
	Protocol	Description

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
		Keyword 1
		Keyword 2
		Keyword 3
		Keyword 4
		Keyword 5
		Match Criteria 1
		Match Criteria 2
		Match Criteria 3
		Match Criteria 4
		Match Criteria 5
		Name
		Position 1
		Position 2
		Position 3
		Position 4
		Position 5
	Action message	Acknowledgement Message
		Description
		Name
		Outgoing Message
	Action	Action
		Action Type
		Description
		Device
		Device Type
		Name
	Display Salvo Actions	Description
		Monitor
		Name
		Salvo
	Video Actions	Description
		Monitor
		Name
	Events	Activate Text
		Credentials Required to Acknowledge
		Credentials Required to Clear
		Description
		Enabled
		Event Breakthrough
		Instructions
		Last Activation Time

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
		Message Required When Acknowledged
		Message Required When Cleared
		Name
		Play Sound When Active
		Priority
		Protected
		Silenced
		Sound
	Predefined Message Logs	Language
		Message
		Label
	Layout	Name
	Maps	Description
		Enabled
		File Name
		Name
	Display Actions	Description
		Monitor Name
		Name
		Target Name
	Operator	Description
		Enabled
		Name
		Role
		Windows Principal
	Role	Description
		Enabled
		Name
	Salvos	Description
		Enabled
		Layout Name
		Name
	Tours	Description
		Enabled
		Default Dwell
		Name
	Virtual Matrix	Description
		Enabled
		Monitor Number Overlay
		Name
		Override User Layout

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
	Clip List	Cameras
		Folder
		Clip File Name
		End Time
		Format
		Clip Name
		Local Path
		Recorder
		Site
		File Size (MB)
		Start Time
		Upload Date
		Remote Path
Site List	Site	Refresh Site
		Add Folder
		Add Site
		Delete Site
		Rename Site
	Site Folder	Refresh Folder
		Add Folder
		Delete Folder
		Rename Folder
Vault List	Recorder	Refresh
	Camera	Unprotect
		Export
		Investigator
		Refresh
	Date	Unprotect
		Export
		Investigator
		Refresh
	Item	Unprotect
		Export
		Investigator
		Refresh
Vault Explorer	Item	Unprotect
		Export
		Investigator
		Refresh
Clip List	Clip Folder	Refresh Folder
		Rename Folder
		Delete Folder

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
		Export Folder
		New Folder
	Clip	Export Clips
		Delete Clips
		Playback Clips
Call up List	Tours	Edit
		Delete
		View
		Send To
	Salvos	Edit
		Delete
		View
		Send To
	Saved Views	Edit
		Delete
		View
		Send To
Event Viewer	Active Event	Acknowledge
		Acknowledge and Clear
		Client Actions
		Review
	Acknowledged Event	Clear
		Move to Active
		Client Actions
		Review
Reports	Report Items	Review
Activity List	Activity List Items	Edit
		Delete
		Activate
		Find in Journal
		Find on Map
		Review
Surveillance Window	Video Stream	Open New View
		Send To
		Clear Video
		Clear all Videos
		Clear all Pane Selections
		Overlay
		Salvo
		Saved View
		Tour
		Generate Alarm

GUI AREA	OBJECT TYPE	RIGHT CLICK OPTIONS
		Still Image
		Search and Retrieve
Tabs / Windows	Tabs / Windows	Close
		Close All But This
		Floating
		Dockable
		Tabbed Document
		Auto Hide
		New Horizontal Tab Group
		New Vertical Tab Group
		Send To
		Rename Tab

Appendix C: Software Prerequisites

Installing Windows Prerequisite Software

There are several items that need to be installed on the client PC and site manager before we can effectively interact with them.

All items are available from the prerequisites folder on the Installation DVD and as such can be installed as part of the normal installation process.

Alternatively items can be downloaded from their respective websites. The Microsoft® items can be downloaded through Windows Automatic Updates or manually from their website.

After navigating to the items on the installation DVD, you can simply double-click each in turn and follow the respective vendors instructions to complete the installation process.

Note

Correct drivers must be installed for the PC's hardware. For instance, it's extremely important to load the manufacturer's driver for a video card. By not installing the correct drivers, you may get undesired effects and/or damage the PC and its hardware.

Table 39-3 victor site manager prerequisites

victor site manager						
Prerequisite	**Size (Mb)**	**Windows 7**	**Windows XP**	**Vista**	**Server 2003**	**Server 2008**
Microsoft .NET Framework 3.5 SP1	231	N	Y	Y	Y	Y
Microsoft C++ Runtime v10.0 (x86)	4.83	Y	Y	Y	Y	Y
MSXML 6.0 SP1	1.45	N	Y	N	Y	N
SQL Server 2008 Management Objects	4.51	Y	Y	Y	Y	Y
SQL Server CE 3.5 SP1 (x64)	2.52	Y	Y	Y	Y	Y
SQL Server CE 3.5 SP1 (x86)	2.25	Y	Y	Y	Y	Y
SQL Server System CLR Types	1.42	Y	Y	Y	Y	Y
Windows installer 4.5 for windows server 2003 and xp (x64)	4.47	N	Y	N	Y	N
Windows installer 4.5 for windows server 2008 (x64)	3.19	N	N	N	N	Y
Windows installer 4.5 for windows server 2008 (x86)	1.87	N	N	N	N	Y
Windows installer 4.5 for windows vista (x64)	3.19	N	N	Y	N	N
Windows installer 4.5 for windows vista (x86)	1.87	N	N	Y	N	N
Windows installer 4.5 update for windows xp sp3 and later (x86)	1.43	N	Y	N	N	N
SQL2008R2Expr	837	Y	Y	Y	Y	Y
Microsoft Database Providers v3.1 (x86)	1.32	Y	Y	Y	Y	Y
Microsoft Provider Services v2.1 (x86)	1.84	Y	Y	Y	Y	Y
Microsoft Synchronization-v2.1 (x86)	0.9	Y	Y	Y	Y	Y
Microsoft .Net Framework 4.0 Full (+dependencies)	48.1	Y	Y	Y	Y	Y
Windows Installer 3.1 (x86)	2.46	N	Y	N	Y	N
Windows Installer 3.1 for Windows Server 2003 SP1 (IA64)	5.68	N	N	N	Y	N
Windows Installer 3.1 for Windows Server 2003 SP1 (x64)	4.37	N	N	N	Y	N
Windows Installer 3.1 for Windows Server 2003 SP1 (x86)	1.46	N	N	N	Y	N
Windows Installer 3.1 for Windows XP (x64)	4.37	N	Y	N	N	N
Windows Imaging Component (x64)	1.82	N	Y	N	Y	N
Windows Imaging Component (x86)	1.16	N	Y	N	Y	N
	Total MB	899.86	1148.02	1135.92	1153.73	1135.92

Table 39-4 victor client prerequisites

victor client						
Prerequisite	**Size (Mb)**	**Windows 7**	**Windows XP**	**Vista**	**Server 2003**	**Server 2008**
DirectX10_Feb2010_Redist	107	Y	Y	Y	Y	Y
IMAPI_v2.0_x64	1.21	N	Y	N	Y	N
IMAPI_v2.0_x86_CHS	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_DEU	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_ENU	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_ESN	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_FRA	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_PTB	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_NLD	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_KOR	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_JPN	0.75	N	Y	N	N	N
IMAPI_XP_SRV2003_x86	1.26	N	Y	N	Y	N
Microsoft .NET Framework 3.5 SP1	231	N	Y	Y	Y	Y
Microsoft C++ Runtime V8.0 Sp1	2.92	Y	Y	Y	Y	Y
Microsoft C++ Runtime V9.0 Sp1	4.02	Y	Y	Y	Y	Y
MSXML 6.0 SP1	1.45	N	Y	N	Y	N
VS90_PIAREDIST	1.35	Y	Y	Y	Y	Y
Microsoft C++ Runtime V10.0 (x86)	4.83	Y	Y	Y	Y	Y
Microsoft .Net Framework 4.0 Full (+dependencies)	48.1	Y	Y	Y	Y	Y
Windows Installer 3.1 (x86)	2.46	N	Y	N	Y	N
Windows Installer 3.1 for Windows Server 2003 SP1 (IA64)	5.68	N	N	N	Y	N
Windows Installer 3.1 for Windows Server 2003 SP1 (x64)	4.37	N	N	N	Y	N
Windows Installer 3.1 for Windows Server 2003 SP1 (x86)	1.46	N	N	N	Y	N
Windows Installer 3.1 for Windows XP (x64)	4.37	N	Y	N	N	N
Windows Imaging Component (x64)	1.82	N	Y	N	Y	N
Windows Imaging Component (x86)	1.16	N	Y	N	Y	N
IMAPI_v2.0_x86_POL	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_CHT	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_CZ	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_SWE	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_HUN	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_ITA	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_ARA	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_DAN	0.75	N	Y	N	N	N
IMAPI_v2.0_x86_TRK	0.75	N	Y	N	N	N
dotNetFx40LP_Full_x86_x64ar.exe	3.49	N	N	N	N	N
dotNetFx40LP_Full_x86_x64cs.exe	3.17	N	N	N	N	N

dotNetFx40LP_Full_x86_x64da.exe	3.13	N	N	N	N	N
dotNetFx40LP_Full_x86_x64de.exe	7.06	N	N	N	N	N
dotNetFx40LP_Full_x86_x64es.exe	6.76	N	N	N	N	N
dotNetFx40LP_Full_x86_x64fr.exe	5.27	N	N	N	N	N
dotNetFx40LP_Full_x86_x64hu.exe	3.20	N	N	N	N	N
dotNetFx40LP_Full_x86_x64it.exe	3.13	N	N	N	N	N
dotNetFx40LP_Full_x86_x64ja.exe	4.14	N	N	N	N	N
dotNetFx40LP_Full_x86_x64ko.exe	3.08	N	N	N	N	N
dotNetFx40LP_Full_x86_x64nl.exe	3.16	N	N	N	N	N
dotNetFx40LP_Full_x86_x64pl.exe	3.19	N	N	N	N	N
dotNetFx40LP_Full_x86_x64pt-BR.exe	3.14	N	N	N	N	N
dotNetFx40LP_Full_x86_x64sv.exe	3.12	N	N	N	N	N
dotNetFx40LP_Full_x86_x64tr.exe	3.13	N	N	N	N	N
dotNetFx40LP_Full_x86_x64zh-Hans.exe	3.08	N	N	N	N	N
dotNetFx40LP_Full_x86_x64zh-Hant.exe	3.05	N	N	N	N	N
	Total MB	173.67	430.4	404.67	425.54	404.67

Verifying Successful Installation of Prerequisite Software

After installing the prerequisite software, you can verify if the software has been installed correctly. This procedure should be carried out on the victor unified client PC as well as the victor site manager PC to ensure the relevant prerequisites are installed on both.

Procedure 39-1 Verifying Successful Installation of Prerequisite Software

Step	Action
1	Select **Start** on the Windows Taskbar.
2	Select **Control Panel**. Control Panel displays.
3	Select **Classic View** if not already displayed.
4	Select **Programs**.
5	Select **Programs and Features**. All the programs that are currently installed on the client PC are displayed.
6	Check that each of the prerequisites appear on the list.

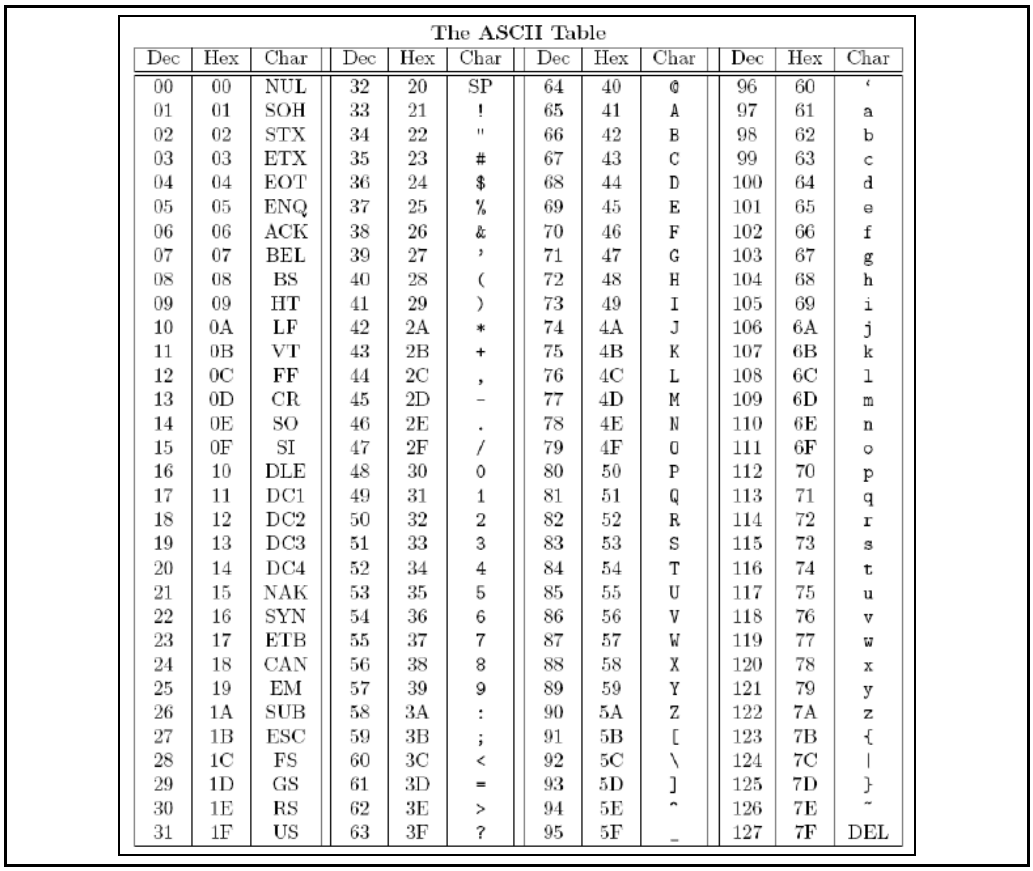
- End -

Appendix D: ASCII Character Codes

ASCII Character Codes

An ASCII Character Code chart is available for reference when the **ASCII TABLE** button is selected on the virtual Keyboard. The Chart is in .Pdf format so you will require suitable reader software to view.

Figure 40-1 ASCII Character Codes Chart



The ASCII Table

Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char	Dec	Hex	Char
00	00	NUL	32	20	SP	64	40	@	96	60	‘
01	01	SOH	33	21	!	65	41	A	97	61	a
02	02	STX	34	22	"	66	42	B	98	62	b
03	03	ETX	35	23	#	67	43	C	99	63	c
04	04	EOT	36	24	$	68	44	D	100	64	d
05	05	ENQ	37	25	%	69	45	E	101	65	e
06	06	ACK	38	26	&	70	46	F	102	66	f
07	07	BEL	39	27	’	71	47	G	103	67	g
08	08	BS	40	28	(	72	48	H	104	68	h
09	09	HT	41	29	)	73	49	I	105	69	i
10	0A	LF	42	2A	*	74	4A	J	106	6A	j
11	0B	VT	43	2B	+	75	4B	K	107	6B	k
12	0C	FF	44	2C	,	76	4C	L	108	6C	l
13	0D	CR	45	2D	-	77	4D	M	109	6D	m
14	0E	SO	46	2E	.	78	4E	N	110	6E	n
15	0F	SI	47	2F	/	79	4F	O	111	6F	o
16	10	DLE	48	30	0	80	50	P	112	70	p
17	11	DC1	49	31	1	81	51	Q	113	71	q
18	12	DC2	50	32	2	82	52	R	114	72	r
19	13	DC3	51	33	3	83	53	S	115	73	s
20	14	DC4	52	34	4	84	54	T	116	74	t
21	15	NAK	53	35	5	85	55	U	117	75	u
22	16	SYN	54	36	6	86	56	V	118	76	v
23	17	ETB	55	37	7	87	57	W	119	77	w
24	18	CAN	56	38	8	88	58	X	120	78	x
25	19	EM	57	39	9	89	59	Y	121	79	y
26	1A	SUB	58	3A	:	90	5A	Z	122	7A	z
27	1B	ESC	59	3B	;	91	5B	[	123	7B	{
28	1C	FS	60	3C	<	92	5C	\	124	7C	|
29	1D	GS	61	3D	=	93	5D	]	125	7D	}
30	1E	RS	62	3E	>	94	5E	^	126	7E	~
31	1F	US	63	3F	?	95	5F	_	127	7F	DEL

Figure 40-1 ASCII Character Codes Chart

Character Codes Chart

The chart is split into three columns - **Dec**, **Hex** and **Char,** each repeated 4 times.

Within each column set:

- Left hand column lists the Decimal values (**Dec**)
- Middle column lists the Hexadecimal values (**Hex**)
- Right hand column lists ASCII Character codes (**Char**)

The ASCII Numbers 0-9 correspond to Decimal 48-57.

The ASCII Capital Letters A-Z correspond to Decimal 65-90.

The ASCII Control Characters (Not Printable) are formatted in victor in standard representation inside an opening angled bracket '**<**' and a closing angled bracket '**>**'.

Example: LF, the ASCII code representing a new line, appears as <LF>.

ASCII Control Characters NUL-SP and DEL correspond to Decimal 0-32 and Decimal 127.

Headers can be any character - Trailers can be any character except Zero.

Note

There is a difference between a null, a space, a zero and no data.

Example: To enter ASCII CR (A carriage return) in decimal as the header or trailer character, you would enter 13, which would appear in victor as <CR>.

Appendix E: Integration

C·Cure Integration

The system supports Event Management across the following C·CURE 9000 Access control object types.

(The tables below specify relationships where all “sub objects” show up in the parent's object view. For example. “Door (iSTAR)” shows up in the “Door” grid.)

Object Types

Parent Object Type	Sub Object
Controller	
Door	iSTAR
	apC
	ISC
Event (current victor event)	Event (C·Cure)
Input	iSTAR
	apC
	ISC
Output	C·Cure
Reader	iSTAR
	apC
	ISC
Manual Action	C·Cure

Object Common Properties

Each Access control object type supports the following common properties:

- Name
- Description
- State (equivalent to C·CURE9000 Monitor State which is the combination of multiple status properties)

Access Control Object Type properties

The Access Control object types support the following properties:

Object	Property
Controller	Only Common Properties
Door	Only Common Properties
Door (iSTAR)	All iSTAR door properties from C·Cure
Door (apC)	All apC door properties from C·Cure
Door (ISC)	All ISC door properties from C·Cure
Event (C·Cure)	All Event properties from C·Cure
Input	Owner - Name of where input is physically linked
Input (iSTAR)	All iSTAR input properties from C·Cure
Input (apC)	All apC input properties from C·Cure
Input (ISC)	All ISC input properties from C·Cure
Output	Owner - Name of where output is physically linked
Output (C·Cure)	All output properties from C·Cure
Reader	Only common properties
Reader (iSTAR)	All iSTAR Reader properties from C·Cure
Reader (apC)	All apC Reader properties from C·Cure
Reader (ISC)	All ISC Reader properties from C·Cure
Manual Action (C·Cure)	All Manual action properties from C·Cure

Object List Actions

Each Access control object can execute Actions from a right click call-up menu as follows:

Object Type	Action
Controller	None
Door	Lock
	Unlock
	Momentary Unlock
Door (iSTAR)	Lock on Schedule
	Unlock on Schedule
	Momentary unlock on time
Door (apC)	Lock on Schedule
	Unlock on Schedule
	Momentary unlock on time
Door (ISC)	Lock on Schedule
	Unlock on Schedule
	Momentary unlock on time
Event (C·Cure)	Activate on Schedule
	Deactivate on Schedule
	Arm on Schedule
	Disarm on Schedule
	Acknowledge
Input	None
Input (iSTAR)	Arm on Schedule
	Disarm on Schedule
Input (apC)	Arm on Schedule
	Disarm on Schedule
Input (ISC)	Arm on Schedule
	Disarm on Schedule
Output	Activate
	Deactivate
	Pulse Output
Output C·Cure	Activate on Schedule
	Deactivate on Schedule
	Pulse Output
Reader	None
Manual Action (C·Cure)	Cancel

Object List Status

The following States are supported by each object type:

Object Type	Supported State
Controller	Online
	Offline
	Unknown
Door	Locked
	Unlocked
	Held Open
	Forced
	Unknown
Door (iSTAR)	All Door base states
	No Access
	Momentary Unlock
Door (apC)	All Door base states
	No Access
	Momentary Unlock
Door (ISC)	All Door base states
	No Access
	Momentary Unlock
Event (C·Cure)	Active requires acknowledgement
	Active Overdue
	Active Acknowledged
	Armed
	Disarmed
	Unknown
Input	Active
	Unknown
Input (iSTAR)	Active
	Armed
	Disarmed
	Supervision Error
	Disabled
	Unknown
Input (apC)	Active
Object Type	**Supported State**
	Armed
	Disarmed
	Supervision Error
	Disabled

	Unknown
Input (ISC)	Active
	Armed
	Disarmed
	Supervision Error
	Disabled
	Unknown
Output	Active
	Inactive
	Flashing
	Disabled
	Unknown
Reader	None
Reader (iSTAR)	Comm Fail
	Tampered
	Normal
	Unknown
Reader (apC)	Comm Fail
	Tampered
	Normal
	Unknown
Reader (ISC)	None
Manual Action (C·Cure)	None

victor/C·Cure Event Management

The following sections describe how victor and C·Cure event types interact with each other and appear in both systems.

Terminology

Event Activation	Represented by a single item in the victor Event viewer. Items are added when a victor event is activated or, a new cause is added to a C·Cure 9000 event's cause list of Activate Event cause type.
Active Grid	Upper grid which holds Event Activations which have not been acknowledged.
Acknowledged Grid	Lower grid which holds Event Activations which have been acknowledged.
Activate Event Cause	Any Action which is executed as a result of an event.
Move to Active	Moves an Event Activation from the Acknowledged grid to the Active Grid.

Use Cases

Note

For the following use cases, "C·Cure 9000 Event" corresponds to a Panel or Host Event unless otherwise stated.

Use Case 1 - Event Activation Occurs (Event Enabled)

System/User Action	Response
Event Activation occurs for an enabled victor event	Event Activation Item added to the Activate Grid. Avail option for this Event Activation is Acknowledge.
An Event Activation occurs for an enabled C·Cure 9000 event configured for *Send State changes to monitoring station.*	

Use Case 2 - User Right Click in Active Grid

System/User Action	Response
Event Activation occurs for a disabled victor event.	No Event Action Items are added
An Event Activation occurs for a disabled C·Cure 9000 Event	
An Event Activation occurs for a disabled C·Cure 9000 Event that is not configured for *Send State changes to monitoring station*.	

Use Case 3 - User Right Click in Active Grid

System/User Action	Response
User Right clicks the Event Activation item corresponding to a victor event in the Active Grid.	The available option for this Event Action is acknowledge.
User right clicks on the Event Activation item corresponding to a C·Cure 9000 event in the Active Grid.	

Use Case 4 - Event Activation Acknowledged

System/User Action	Response
An Event Activation for a victor event is acknowledged in the Active grid.	The Event Activation is removed from the Active Grid and added to the Acknowledged grid. A journal message is created stating the Event Activation was acknowledged by the operator.
An Event Activation for a C·Cure 9000 event is acknowledged in the Active grid.	

Use Case 5 - User Right Click on Acknowledged item (C·Cure)

System/User Action	Response
A user right clicks on the Event Activation corresponding to a C·Cure 9000 Event in the Acknowledged Grid. The Activate Event Cause for this Event Activation is Active. The Event is configured in the C·Cure 9000 for This event requires acknowledgement. The Event is NOT configured in the C·Cure 9000 to Allow acknowledgment while causes are active.	The available options are - Move to Active

Use Case 6 - User Right Click on Acknowledged item (victor)

System/User Action	Response
A user right clicks on the Event Activation corresponding to a victor event in the Acknowledge grid	The available options are Move to Active and Clear.
A user right clicks on the Event Activation corresponding to a C·Cure 9000 Event in the Acknowledged Grid. The Activate Event Cause for this Event Activation is no longer Active.	
A user right clicks on the Event Activation corresponding to a C·Cure 9000 Event in the Acknowledged Grid. The Activate Event Cause for this Event is Active. The Event is NOT configured in the C·Cure 9000 for **This event requires acknowledgement**.	
A user right clicks on the Event Activation corresponding to a C·Cure 9000 Event in the Acknowledged Grid. The Activate Event Cause for this Event is Active. The Event is configured in the C·Cure 9000 for This event requires acknowledgement. The Event is configured in the C·Cure 9000 to Allow acknowledgment while causes are active.	

Use Case 7 - Event Activation Cleared

System/User Action	Response
An Event Activation for a victor Event is Cleared.	The Event Activation is removed from the Acknowledged Grid. A journal message is created stating that the Event Activation was Cleared by the operator performing the operation.
An Event Activation for a C·Cure 9000 Event is Cleared. It is not the last Event Activation for this specific event in the Acknowledged Grid. The Activate Event Cause for this Event is no longer Active.	
An Event Activation for a C·Cure 9000 Event in the Active Grid is Cleared. It is not the last Event Activation for this specific event in the Acknowledged Grid. The Activate Event Cause for this Event is Active. The Event is configured in the C·Cure 9000 to Allow acknowledgment while causes are active	
An Event Activation for a C·Cure 9000 Event is Cleared. It is the last Event Activation for this specific event in the Acknowledged Grid. It is NOT configured in the C·Cure 9000 for **This event requires acknowledgement.**	

Use Case 8 - Event Activation Cleared

System/User Action	Response
An Event Activation for a C·Cure 9000 Event is Cleared. It is the last Event Activation for this specific event in the Acknowledged Grid. It is configured in the C·Cure 9000 for **This event requires acknowledgement**.	The specific Event this Event Activation pertains to is Acknowledged in the C·Cure 9000 system. The standard C·Cure 9000 Event Acknowledgement workflow is performed: **Success** (i.e. the Event Acknowledged): A journal message is created stating that the Event Activation was cleared by the operator performing the operation. The Event Activation is removed from the Acknowledged Grid **Failure**: The Event Activation remains in the victor Event Viewer

Use Case 9 - Event Acknowledged in C·Cure 9000

System/User Action	Response
A C·Cure 9000 Event configured in the C·Cure 9000 for Allow acknowledgement while causes are active is Acknowledged in the C·Cure 9000.	Any existing Event Activations for this specific event are removed from the victor Event Viewer.

Use Case 10 - Event Acknowledged in C·Cure 9000

System/User Action	Response
A C·Cure 9000 Event which is NOT configured in the C·Cure 9000 for Allow acknowledgement while causes are active is Acknowledged in the C·Cure 9000.	No Event Activations are removed from the victor Event Viewer.

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